POLYHEDRON

297 $1.00

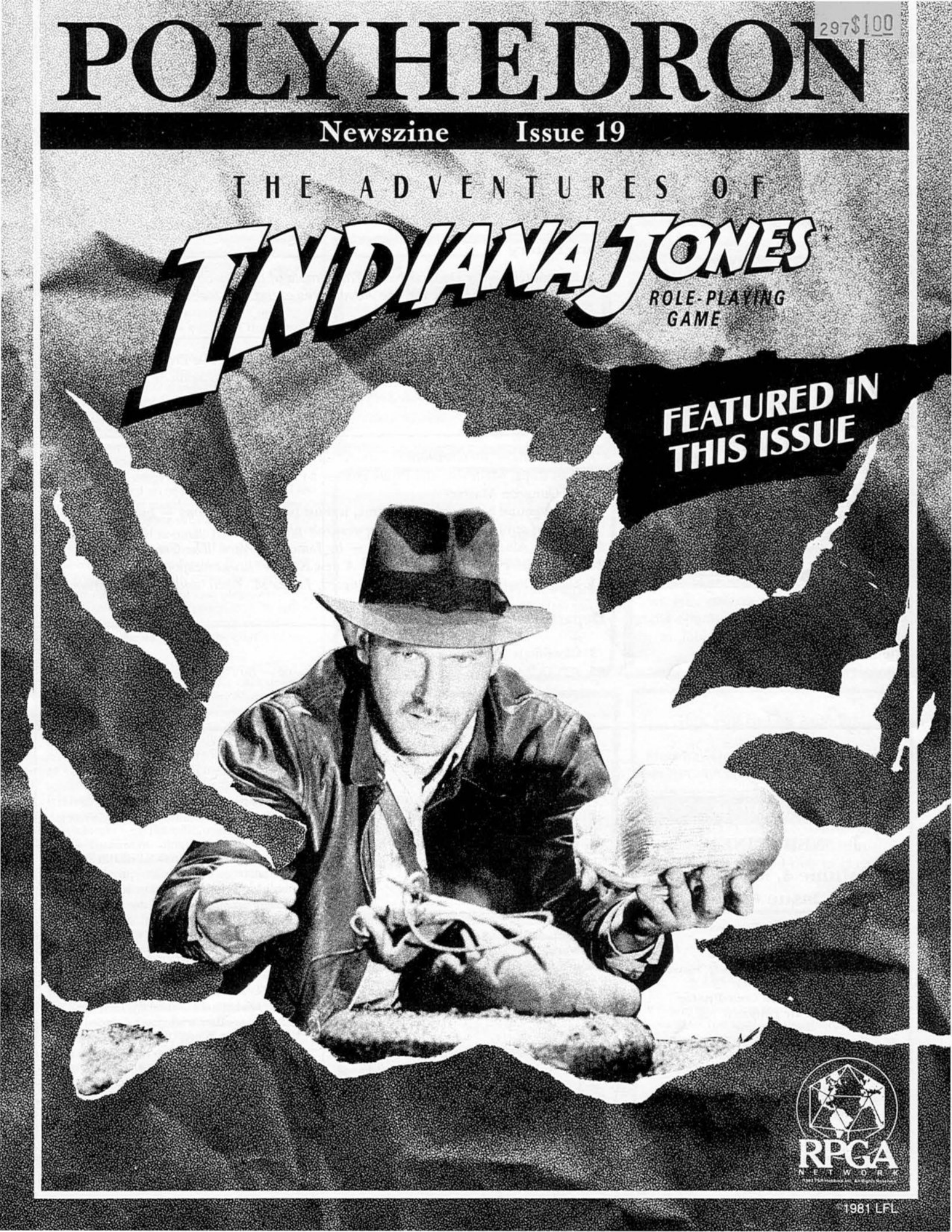
Newszine Issue 19

THE ADVENTURES OF

INDIANA JONES™

ROLE-PLAYING GAME

FEATURED IN THIS ISSUE



RPGA NETWORK

1981 LFL

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POLYHEDRON™

NEWSZINE

Volume 4, Number 4
Issue #19

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POLYHEDRON™ Newszine (the official newsletter of TSR's ROLE PLAYING GAME ASSOCIATION™ Network) is published bi-monthly by TSR, Inc. The mailing address is POB 509, Lake Geneva, WI 53147. Telephone number (414) 248-3625.

POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork. No responsibility for such submissions can be assumed by the publisher in any event. No submissions will be returned unless accompanied by a self-addressed, stamped envelope of sufficient size.

POLYHEDRON Newszine is mailed free to all RPGA™ members. Membership rates: 1 year — U.S. Bulk Mail = $10. 1 year — Foreign Mail = $14. 1 year — Foreign International Air Mail = $25. All prices are subject to change without notice. Changes of address for the delivery of subscriptions must be received at least 30 days prior to the effective date of the change to insure uninterrupted delivery.

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Notes from HQ

Hi again! Now that I've been here awhile, it's time to clear up a point of confusion. Quite a number of you have written to say that you're missing an issue of POLYHEDRON™ Newszine. Although the post office does seem to feed a small percentage of each mailing to its pet umber hulk, a goodly number of these complaints result from a good idea that wasn't explained very well.

Once upon a time we found ourselves with far more copies of current issues than we needed due to printing overruns. So if we had too many of a given issue, a copy was put into each membership packet mailed out that particular month. This copy was a little "extra" something for new members over and above the six issues per year they would normally receive.

If you received an issue of POLYHEDRON Newszine in your membership packet, it was NOT the start of your subscription. It was a free gift that would normally have cost $3.00 (plus postage and handling) if ordered as a back issue through the catalog. Your subscription actually started with either the very next issue or the one following that (depending upon exactly when it was processed). In either case, you should receive six issues in addition to the one in the packet over the course of the year.

If this has resulted in a conspicuous "hole" in your collection, you can order back issues throught the Mail Order Hobby Shop catalog, which all of you should be receiving soon. Although they are not listed in the catalog, most of the back issues are still in stock. Current prices are as follows: #1 - #4 = $5.00; #5 - #8 = $4.00; #9 - latest = $3.00 each. The remainder of the merchandise from the old RPGA™ Network gift catalog can be ordered through the Mail Order Hobby Shop, too. Don't forget — RPGA Network members get a 10% discount on all merchandise in the catalog (back issues of the newszine included), so watch for it in the mail! Meanwhile, if you really are missing an issue out of your subscription, write in for a replacement (all ticking packages will be forwarded to Roger Moore).

Until next issue, I hope to see you all at the members' meeting, Saturday night at GEN CON® Game Fair this year. There are RPGA Network tournaments for almost all the TSR games (including the new MARVEL SUPER HEROES™ Game), and this time the tournaments are exclusively for members. Best of all, there's a brand-new RPGA Network AD&D® tournament by the old master himself, Frank Mentzer. The scoring system will be individual rather than team advancement, and role-playing ability will be stressed in the judging. Let's all get out there and play!

Best Witches! — *Penny*

Trimble County, Kentucky

DM without players.

Anyone from Trimble and Caroll counties, and Madison, Indiana, welcome. Write: Roy Chilton, Campbellsburg, Kentucky 40011.

Fairfield, Connecticut

Forming an RPGA™ Network Club

Write or call Tom Ciacchi, 877 South Pince Creek Rd., Fairfield, Connecticut 06430. (203) 259-7423.

Manton, Michigan

Looking for gamers.

Marvin Powell is looking for gamers for his group. Write: North US 131 6851, Manton, MI 49663. 824-3456.

Miami, Florida

Experienced AD&D™ game players wanted.

Must be willing to devote **one** night a week (Friday). Call 576-6131 (after 6:00pm; ask for Bob), or 891-4345 (after 6:00; ask for Stu).

Benson, North Carolina

Starting a D&D® gaming group.

Players and DMs needed. Write: Patrick R. Campbell, Rt. 1 Box 28C, Benson, North Carolina, 27504.

Old Westbury, New York

TOP SECRET® game Admins to trade modules.

Reuven Lerner is looking for TOP SECRET® game Admins to trade modules, etc., with. Write: 21 Old Westbury Road, Old Westbury, New York 11568.

Painesville, Ohio

Need a PC for your campaign? If so, drop me a line. Ted Bouck, 7108 Brightwood Dr., Painesville, Ohio 44077.

Hey you in Los Angeles!

Member Dov Freedman is starting an RPGA Network club and wants members from the greater Los Angeles area. He's moved, so write to him at 321 North Sycamore, Los Angeles, CA 90036, or call him between 7:00 and 11:00 at (213) 935-8996.

McHenry Area Gamers

Starting a club.

John Biederman is starting a club, and needs members. Write: 5020 North Ridgeway, Ringwood, Illinois 60072.

Classifieds

If you're looking for other gamers, send us the vital information, including name and address (and phone number if you like) in 20 words or less and we'll put it in the magazine.

Please type or print your classified legibly exactly as you want it to appear.

THE TEMPLE OF THE CHACHAPOYAN WARRIORS

A solitaire scenario for *THE ADVENTURES OF INDIANA JONES Game*

by Douglas Niles

This scenario is designed to accomplish two things: first, we'd like to acquaint you with some of the rules for *THE ADVENTURES OF INDIANA JONES™ Game*; and second, we hope you'll have some fun as you (*Indiana Jones*, that is) explore the ancient and forbidding *Temple of the Chachapoyan Warriors*.

If you have seen the *RAIDERS OF THE LOST ARK* movie, you will remember this scenario as the opening scene from the film. Your objective is to obtain the solid gold fertility idol, worshipped by the long-vanished cult of the *Chachapoyan Warriors*. The Idol is kept in the Sanctuary — a room deep within the Temple, and reputed to be protected by many deadly traps.

You have obtained half of a map to the the winding corridors of the Temple, and hired two guides who hold the other half of the map, and at the start of the scenario know that you are very close to the Temple.

Since the adventure is designed to introduce you to the game, the rules have been streamlined somewhat. You do not need to have the game rules to play; but consequently, some procedures have been simplified to fit the space available.

You will need a set of percentile dice for the scenario. You also must keep track, mentally or on paper, of the number of SERIOUS WOUNDS *Indy* receives during the adventure. One of the simplifications is that you ignore all other types of wounds, but if you receive 3 SERIOUS WOUNDS, the adventure is over!

Indiana Jones, or any other character in the game, has a set of attributes to rate his proficiency at various functions. The attributes for our hero are given here:

INDIANA JONES'S Attribute Ratings*

Attribute	Normal	Halved	Quartered
Strength	68	34	17
Movement	80	40	20
Prowess	76	38	19
Backbone	72	36	18
Instinct	80	40	20
Appeal	88	44	22

Weapon: Bullwhip

***In the game, all attributes would also be given a "Doubled" category; this is not needed for the scenario.**

At several points during the scenario, you will be asked to make an "Instinct Check." Roll the percentile dice. If the number is less than or equal to *Indy's* Instinct (80), check is successful. You will be referred to an entry (A, B, or C) on the Instinct Check List, at the end of this article.

At other times, you will be asked to make Backbone, Movement, and other Attribute Checks. Simply roll the percentile dice. If you roll your Attribute rating or below, you succeed. Occasionally, you will have to make a check at 1/2 or 1/4 your Attribute — obviously, these are much more difficult situations!

Read Tim Kilpin's article describing the game before you begin. Once you've done that, you should be ready to go!

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Start the adventure here

Steam rises from the dense foliage. In the distance, a jungle bird cackles like a maniac; the brush rustles off to your left from some unseen movement. The flowers are dazzling and the insects thick, but nothing strikes you as strongly as the heat: the air is like a thick woolen blanket, smothering and oppressive.

Finally you reach the spot marked on the map: a clear pool blocks your path, with a small waterfall splashing into the far side. The entrance to the ***Temple of the Chachapoyan Warriors*** should lie just up the hill to your right.

The two Peruvian guides, ***Barranca*** and ***Satipo***, have grown increasingly nervous over the last few days. They are obviously uncomfortable with the mission. The lure of the Golden Idol insures that they will not give up, however.

Satipo moves up next to you as you get out your half of the Temple map. It's time to put the pieces together and get ready for the tough part.

Make an Instinct Check. If it is successful, read Entry B on the Instinct Check List.

If ***Barranca*** did not flee after the Instinct Check, you must fight him for the map. He shoots now, inflicting a SERIOUS WOUND on a 20 or less. You may attack with the whip after this shot, trying to roll your Prowess (76) or less. As soon as you hit him, he runs into the jungle, but he will keep alternating attacks with you until he flees or you receive 3 SERIOUS WOUNDS.

The Temple

Dust and cobwebs coat the walls and ceiling of the ancient entrance. You have to pull trailing vines out of the way just to see inside the dank tunnel. You gather handfuls of sand into a small pouch — experience has shown that this can be a useful counter to several of the deadly traps that might be rigged within the Temple.

Moving slowly, ***Satipo*** just behind, you push the cobwebs out of the way and move into the darkness. Suddenly, you feel a scuttling shape move across your back and come to a rest on your shoulder. At the same time, you hear ***Satipo*** gasp behind you.

Roll a Backbone Check for yourself, and one for ***Satipo***. (His BB is 40) If either of you succeeds, that character can brush many hairy tarantulas off of both of you. If both of you fail, you freeze in shock and take a painful bite before the spiders drop off. Add another SERIOUS WOUND in this case.

Now the corridor splits, but your map indicates the direction to the sanctuary. Moving cautiously, you advance slowly and are surprised to see a beam of bright sunlight spilling down from a hole high overhead.

Roll an Instinct Check. If you are successful, read Entry A on the Instinct Check List.

If you failed the Instinct Check, read this:

Sensing that your goal is near, you forge ahead. As you enter the sunlit area, you hear a quiet click to your left. Instinctively, you leap forward; at the same time a wall of deadly spikes thrusts from the left wall. You feel the cruel barbs tear into your side as you fall just beyond the trap's deadly reach. Take another SERIOUS WOUND.

Now continue reading, after applying any results from the above trap:

Hanging among the deadly spikes is a moldering corpse — a corpse that, with a twinge of regret, you recognize as your old colleague and competitor, ***Forrestal***. Obviously, his quest for the Idol met an untimely end here.

With a renewed sense of caution you and ***Satipo*** move further into the Temple. You have gained a new appreciation for the deadly ingenuity of the ***Chachapoyan Warriors***, and take nothing more for granted.

The map shows that the Sanctuary is very near now, but it does not show the yawning pit, apparently bottomless, that completely blocks the corridor. You stop, realizing that the pit is too wide to jump, but you catch sight of several sagging beams overhead.

If you want to keep going, roll a Prowess Check to try to wrap your whip around the beam. You may re-roll until you succeed.

Now roll Movement Checks to swing across the pit. (***Satipo's*** Movement is 56). If either of you fail, you must roll again. A roll of 96-00 is a Bad Break, and you take a SERIOUS WOUND as the whip slips loose and deposits you roughly on the far side.

After the pit, the corridor winds a little farther. You practically feel the presence of some awesome power ahead, and now you turn a corner.

There it is! Gleaming with the immaculate allure of pure gold, the hideously grinning Idol awaits you across one more room. ***Satipo*** is already crossing the Sanctuary, but you grab his collar and stop him just in time. Something does not look right here.

Roll an Instinct Check. If you succeed, read Entry C on the Instinct Check List.

If the Check fails, read this passage:

Unable to discern any tangible threat in the room, you start across. A "Whoosh-thump!" results from your second step, as the tile sinks beneath your foot and a slim dart erupts from a hole in the wall and strikes your side. Add one SERIOUS WOUND.

You realize that one of the dark tiles on the floor released the dart; and you also notice that many tiles on the floor are a similar color. By avoiding these, you can reach the idol safely.

The gold figure gleams as you reach forward to touch the metallic surface. This is the tricky part, now. . . .

Carefully weighing the pouch of sand in your hand, you estimate its weight against that of the Idol. Can you replace the Idol with an equal weight of sand? Or will the removal of the Idol trigger more traps, and seal you in this archaeological treasure?

Roll a Prowess Check at 1/4, and find out!

If you succeed, the counterweight works, the trap doesn't go off, and you are free to walk at your leisure out of the Temple into the jungle again. Go to the conclusion of the adventure.

If this check (at 1/4 your Prowess, remember!) does not succeed, the Temple starts to rumble menacingly. Stones begin to drop from the ceiling, setting off many of the darts in the Sanctuary.

You are fortunately able to escape the Sanctuary with no more serious wounds, but you are aware that the entire Temple is about to come down around your ears.

Satipo leads the way as you race around the corner and down the tunnel. The Peruvian has already swung across the pit as you approach, and you see the whip come loose in his hands. With a leering grin, he turns toward you.

"Throw me the Idol and I'll throw you the whip!" he says. "Quickly, there is no time!"

You consider. The pit would be dangerous to jump, but *Satipo* is hardly trustworthy. If you throw him the Idol, read the "You throw it" section. If you decide to keep the Idol and jump, read the "You jump it" section.

You throw it

Satipo catches the Idol and his grin grows wide. "Adios, Senor," he jeers, dropping the whip at his feet and turning to flee up the passageway.

You estimated that the pit was too wide to jump before, and nothing has changed your opinion. The collapse of the Temple means certain death if you stay where you are, however, so you might as well give it a try.

You have 3 Movement Checks to try to reach the other side safely. If any of these succeed, you make it; if not, it's a long way down to the end of the adventure!

If the first check succeeds, you land on your feet.

If the second check succeeds, you catch the rim with your hands and pull yourself up.

If the third check succeeds, you have begun to slip. Losing your grip for a moment, you barely manage to grab a vine and haul yourself up.

You jump it

To *Satipo's* surprise, you back up and take a running start at the pit. The jump, dangerous in any event, is made more so by the heavy weight of the Idol.

You have 3 Movement Checks at half your Movement rating to try to reach the other side safely. If any of these succeed, you make it; if not, it's a long way down to the end of the adventure!

If the first check succeeds, you land on your feet.

If the second check succeeds, you catch the rim with your hands and pull yourself up.

If the third check succeeds, you have begun to slip. Losing your grip for a moment, you barely manage to grab a vine and haul yourself up.

Satipo's eyes widen in fear as you make the leap, and he turns to run down the corridor.

The gruesome remains of *Satipo* are on the spikes around the next corner — the same trap you ushered him around minutes ago. The man obviously had a very short memory. (If he was carrying the Idol you can pick it up here.)

Now the collapse is becoming more dramatic, as huge boulders break free from the walls and ceiling. Suddenly, your attention is attracted by a rumbling sound deeper, more menacing, than that you have been hearing. Looking behind, you catch sight of a massive stone, rolling along some kind of track near the top of the corridor, but dropping fast.

With a fantastic burst of speed, your feet pound the stones of the Temple as you fly toward the entrance. Spiders, vines, everything is forgotten in your desperation to escape. The rumbling grows louder and you can picture the boulder about to crush you flat.

Diving forward, spurred by panic, you sail through the Temple entrance as the giant boulder crashes and stops, plugging the opening. You made it!

Conclusion

Looking around outside, you begin to wonder if you might not have been better off in the Temple. Dozens of savage Hovitos warriors, their bows taut and poisoned arrows pointed at your heart, greet you.

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Amid them is an all too familiar face: that of the unscrupulous French archaeologist, Rene Belloq. No doubt he wishes to steal the Idol from you.

But that's another story. . . .

Instinct Check List

A: Something tells you that the beam of light is dangerous, and in the nick of time you pull *Satipo* back. Cautiously, you crawl past the beam, urging *Satipo* to follow. Once you are both beyond it, you reach your hand into the beam.

"KERCHUNNNGG!" You fall backwards as a wall of spikes springs out, impaling the air where the beam of light so innocently passed.

B: You hear a snap behind you, and immediately suspect that *Barranca* has slipped his revolver from its holster. You have long suspected the surly Peruvian would make an attempt to steal your half of the map. If you wish to stop him, turn and make a Prowess Check at 1/2.

Roll percentile dice. A 38 or less means that you knocked the gun from his hand. If this occurs, *Barranca* loses his nerve and flees into the jungle. If not, you must fight him. Go back to the text and resolve the combat.

C: The checkerboard pattern of stones on the floor of the room seems to be there for some kind of purpose. Closer examination shows you that the dark tiles are made to sink slightly into the floor. As you depress one of these with your torch, you hear a "Whoosh-thunk!", and find a small, but deadly dart embedded in the torch inches from your hand.

An examination of the walls shows many holes, and you guess that each of these has its deadly messenger to send, when the wrong tiles are stepped on.

Once you have identified the trap, however, it is an easy matter to cross the room and avoid all of the dark tiles.

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Two Cents

by Christopher Gandy

The following is a response to Joseph Wichmann's Two Cents *article in issue #18.*

In reading Mr. Wichmann's response to my previous article, I was dismayed to find that the main thrust of my argument had been misunderstood. Apparently, the fact that I was suggesting a way to increase enjoyment uniquely available in role-playing games was obscured by some points with which Mr. Wichmann disagreed. I would like to take this opportunity to clarify several of these misconceptions.

By saying that only schizophrenics change their personality and then without control is to overlook the fact that most of us wear many different "faces" during the course of the day. Many of us have had to put on our best face during business meetings, job interviews, or dates. While these are roles that differ only minutely from the norm, it is not unreasonable to extrapolate from this that diversified "role" playing is a distinct possibility. If one can be a little different, one can be quite different.

To question the actor analogy because an actor spends months of time to perfect a character and a role-playing gamer doesn't have that time is to overlook some pertinent information. Although no gamer would want to spend months preparing for his first adventure (though a DM would in preparing his world), many spend years developing that character as he survives and gains experience. Assuming that the persona is not stagnant, a player may put in more time refining the personality of his/her favorite character than any actor. The initial framework of personality can be built "off-the-cuff" much as an actor does improvisations.

I agree wholeheartedly that the AD&D® game, as well as any non-solitaire game, is to be enjoyed, and is a game of cooperation. The gamers must cooperate in order to have fun, but to say that the characters MUST cooperate is an unwarranted leap of logic. Cooperation and competition are not mutually exclusive. In any competitive game the players must cooperate on the rules, etc. Regardless of whether it is another player character or one of the DM's many minions that is the adversary of the moment, the willing suspension of disbelief necessary for effective fantasy allows gamers to see this lack of persona cooperation as separate and distinct from player cooperation. Although I agree with the statement that if a thief character preys upon his fellows, [then] the characters should ostracize the thief, I disagree fundamentally that the players should ostracize the character's player. Perhaps the answer is to persuade the player to play the role of a cooperative character by pointing out its advantages to all.

The knowledge a character has is indeed a sticky area of the role a gamer has to play. A medieval society was very "home" based. Very few knew much of the "outside" world, and fewer still were educated any more about the flora and fauna than what hazards to avoid in the immediate vicinity. The reason knowledge often becomes a problem is the overlap of a *player's* knowledge from character to character. I once DMed a player whose character perished in the group's first foray into a dungeon. When the group made its second assault (complete with a new character for the player in question) the new character whizzed through corridors he had never been in before just as if he knew them like the back of his hand. Granted, this abuse of knowledge might not be exercised by better players (those playing their roles correctly), but even subconsciously this can cause DMs' dismay. This is another reason why "role" playing should be emphasized. The use of new or different monsters and magic items helps diminish the problem, but "role" playing could eliminate it entirely.

The playing of evil characters is a matter of personal preference. The narrow-mindedness of the hobby's detractors is not sufficient reason to outlaw the playing of "darker" characters. The wise gamer, however, will temper his fervor when around the uninformed. I agree that it can be trying for DMs and players who prefer good aligned adventures to accommodate evil PCs, but that is part of the game system. Indeed, some worthwhile work has been done toward making running an evil party easier. The module, *The Garden of Nefaron*, published in DRAGON® Magazine #53 is one example of this. No one can deny the temptation to tread on the "dark side," and as this *is* only fantasy, what better place to get rid of these emotions? Many of us have thought that we could devise the perfect crime *if* it weren't against the law. Imagining isn't against the law, so why not try it in imaginary terms? As cadets at the United States Military Academy at West Point, we lived by an Honor Code that stated we would not "lie, cheat, steal, nor tolerate those that do." The AD&D® game is very popular at The Point — where else can you do all those things and not be expelled? And, of course, the DM always showed that the "good" life was more profitable.

Lest the readers of POLYHEDRON™ Newszine think that I believe Mr. Wichmann's opinion is worthless, let me point out that, although overshadowed, he did identify what I meant to be the primary point in my article. He stressed that role playing should be "expressions of aspects of a person's self," and I agree. The closing line of my "Two Cents" tried to sum that up by stating, "You might just meet a lot of new friends you didn't know you had *in you*" (stress added). To ask an average high school student to role play an 18 intelligence genius is a bit ridiculous. If he or she had "genius" intelligence, he or she would be using it daily. Even the actor discussed earlier can only put *himself* into the role and use his experiences to portray a persona as he believes that character would react.

I also support Mr. Wichmann's disdain for DMs who heavy-handedly force a set of actions upon a person because of how he (the DM) feels the character would perform. Indeed I cited two examples of "ways to encourage better role playing and separation of the player personality from the character personality" (stress added). If a player does not wish to "role" play, so be it. It is that player who is missing the enjoyable experience available only in role-playing games. For those who prefer to say "My character haggles with the merchant for the lowest possible price" rather than playing out the interaction, the game can still be fun, but it's like a cake without icing . . . the best part is missing.

I would like to close on a note that I wish we could permanently establish as the foundation for all gamers. As Mr. Wichmann so astutely states: "Our game IS great fun AND a learning experience; but ABOVE ALL it can be an enduring and rewarding basis for social interaction and interpersonal relations" (stress added). As it has been said before, the game's the thing, and the players make it happen. When the game and the people cease to be interesting and fun, I will hang up my dice and lead castings for *Tic-Tac-Toe*. May the sun never set on role-playing games.

LOST SHIPS, MADMEN, and PIRATE GOLD

by Antonio "Crazy Tony" O'Malley

(Editor's note: Following the overwhelming response (one letter) to Antonio's last article for POLYHEDRON™ Newszine, "The Vesper Investigation," in issue #15, we decided to have him write another great article to follow up his adventure with some ideas on wild and woolly adventuring in the pre-World War II period. It was either this or a trip into Lake Michigan with cement footsies. . . .)

Several role-playing games are on the market now which set up adventures in the 1920s and 1930s, that lost time when gangsters rode the streets in pin-striped suits with cold machine guns in their hands, when Broadway was lit with flashing movie marquees for RKO musicals and Busby Berkley dance films, and when the daily papers warned of Nazi aggression overseas. It was a time of high adventure and danger, those last few years before the long shadows of the Second World War engulfed the earth and changed it forever.

If you are refereeing a GANGBUSTERS™, CALL OF CTHULHU™, or DAREDEVIL™ game campaign, or use another 1930s high adventure role-playing system (for instance, TSR's newest game release), then you will want to keep the game's activities as lively as possible. It is wise to avoid restricting such a campaign's setting or style. The pre-war period was rich with its own special hazards; to keep a campaign plodding along as a perpetual detective thriller or as an eternal gangster-chase will deaden the campaign's power. Remember, *King Kong* took place in the 1930s; who'd want to miss a trip to Skull Island?

For this reason, player characters might consider dropping specific occupational titles to become "professional adventurers," a euphemism that seems to cover all bases at once. Well-rounded characters with a wide variety of skills have the flexibility it takes to survive; it does not pay to specialize one's skills too greatly. When adventure calls, one should be ready to get one's coat, strap on the .38, and head for the airport.

With the richness of history behind them, player characters may enter literally hundreds of adventure settings and meet thousands of fascinating people, many of whom may want to kill the player characters for various personal reasons. However, getting detailed information on foreign locales to set up scenarios is difficult; even well-stocked libraries may lack information on the layout of the temples of Angkor Wat.

But why go overseas to do your derring-do? Adventurers may find that cliff-hanging chases, tons of treasure, and sudden death may be lurking for them no further than their own neighborhoods. North America of the 1930s was quite rich in hazards in its own right, and can supply player characters with several lifetimes worth of spine-chilling, bone-rattling adventure. Creating adventures in North America takes a little research on the game referee's part; some helpful suggestions for making up your own game scenarios (with some references for those who like messing around in libraries and bookstores) follow.

Pirate treasures and sunken galleons

Everyone has heard of the newspaper stories of treasure hunters in Florida who rake in millions by locating wrecked Spanish galleons and hauling up their gold and silver. Everyone is also familiar with tales of buried treasures left by Caribbean and Atlantic-coast pirates of centuries past. The question is, How badly does your character want to become an instant millionaire? I thought so. Funny how fast the old heart beats when that scrap of treasure map falls from an ancient history book and the faded letters upon it say, "gold."

Ah, but perhaps someone else has found a similar parchment, and he and his friends want that treasure as badly as you do, if not worse. And they'll go to any lengths to stop you from getting it. While the bullets fly, you may find that the treasure itself has guards and traps designed to slay the unwary. Buried treasure may have blood upon it, and could hold a curse against the living from beyond the grave.

Details on Spanish galleons and what they held are not difficult to find. Information on diving techniques and devices might be a little harder to come by, but shouldn't be impossible to uncover. Aside from rival treasure hunters, special dangers will appear from breakdowns in equipment aboardship, from storms at sea, and, of course, from sharks.

Buried pirate treasure could present much the same hazards as noted above, plus a few others (since much treasure was buried inland or on small islands). Traps will come into play here; a cave system used by pirates on the Carolina coasts could have rockfalls, pits full of spikes and/or snakes, "scare" traps with skeletons, dead-ends where explorers can be trapped alive, etc. A good book on cave exploring would come in handy here. Pirates were known to construct elaborate security systems for their treasures at times, and as a result, some treasures may never be found.

One book that is strongly recommended to give the flavor of the age of piracy when creating such adventures is Exquemlin's *The Buccaneers of America,* a firsthand account of 17th-century sea rovers that helps immensely when preparing historical background.

Ghost towns and gold mines

The "Old West" had long since been tamed by 1930, but many of its secrets were still hidden (and are hidden now). Lost gold mines of legend lie in wait for those who wish to hunt them out, and mysteries concerning lost persons, native American rituals, and forgotten battles beg for solutions.

Lost gold mines would make for the most spectacular adventuring payoffs, of course, but would also provide some of the most horrifying dangers from mine explosions, cave-ins, and competing treasure-hunters. Some men and women may lay in wait, unable to locate a lost mine

The question is, How badly does your character want to become an instant millionaire? Funny how fast the old heart beats when that scrap of treasure map falls from an ancient history book, and the faded letters upon it say, "gold."

on their own but hoping against hope that someone will have discovered where it is, giving them the chance to take it for their own. A number of historical lost gold mines could be investigated through careful library research, which could pay off in some exciting and tense scenarios.

Ghost towns would make excellent settings for adventures, with their eerie atmospheres and remote locations. A few modern bandits of the Bonnie-and-Clyde sort might make such a place a temporary hideout; secret rituals could be conducted there away from prying eyes; poisonous snakes, scorpions, and other wildlife could spice up the territory. Nice place to visit, eh?

Players may also go on adventures involving American Indians. Displaced by force from their homelands and suffering from mistreatment by whites, many Native Americans may be very hostile towards "outsiders" who may further cheat or harass them. However, player characters may go adventuring with Indians as allies, and, of course, may be Indians themselves. Native myths may come to life, old relics may need to be rescued, and the safety of one's own people may be endangered: heroes must be summoned to meet the challenge.

Vikings, Aztecs, and cave men

North America has been visited and settled by many peoples over the ages. Prehistoric humans hunted mastodons in California, and mound builders in Ohio constructed giant serpentine shapes for their ceremonies. Perhaps these peoples conducted their rituals in hidden caves which have not yet been discovered, and perhaps they hid things worth finding (guarded by special horrors that no one wants to find).

More recent migrations and explorations of peoples could have also left traces of their passing for adventurous archaeologists and fortune-hunters to pore over. Viking settlements in the Great Lakes and eastern Canada, Chinese outposts in California, Egyptian relics in Florida, and Black African ruins in Mexico are possible, and may be developed in dozens of

different adventures.

The exact nature of such ruins depends upon the referee's imagination. Stone temples, cave dwellings, and similar shelters may be all that remains of these peoples, but the adventure comes in where treasure hungry men catch a whiff of gold and gems. If the referee desires, some items may be magical in nature, and thus may be very dangerous for careless men to handle.

Perhaps the most unusual adventures of this nature would involve the discovery of living peoples who are descended from strange, foreign ancestors, following unheard-of practices and keeping untold secrets. Such forgotten peoples might not even resemble humanity. Dwarf humans might inhabit great tunnel systems throughout the Rockies, and Sasquatch (the "Big Foot" monster of the Pacific Northwest) might be one of many huge creatures who are the last of their kind. The Old West had not been fully explored even by World War II. What could have been missed? Frankly, lots.

Tough customers and troublemakers

Every action has an equal and opposite reaction, say the physicists. This seems particularly true in role-playing adventures, where every good guy has his nemesis and every goal has someone who's standing in the way of it.

Characters may meet mundane sorts of opponents, like gangsters, pickpockets, hijackers, muggers, con men, charlatans, hired killers, ex-convicts, escaped convicts, crooked politicians, strongmen, rustlers, drifters, snipers, crime bosses, federal agents, policemen, private investigators, snoops, and race-track bookies.

Things can get even more interesting with the addition of Communist agitators, union bosses, strikebreakers, Nazi spies, presidential candidates, religious fanatics, aircraft pilots, cannibals and headhunters, millionaires, ex-Army explosives experts, Nicaraguan revolutionairies, the Royal Canadian Mounted Police, political extremists, prophets of doom, Klansmen, and tomb-robbers. This says nothing of the potential for high adventure had by African witchdoctors, shamans of voodoo, mad scientists, vengeful billionaires, paranoid generals, seductive queens, and black-clothed ninjas who slip in and out of homes like the unseen wind.

Curiouser and curiouser

This isn't enough, you cry? You want to make things *really* interesting for the poor players? Well, toss in a few natural disasters to liven things up. Volcanoes can

What if a visionary was able to get hold of some uranium (a surprisingly easy thing to do in the 1930s) and begin work on the world's first nuclear device? What could be done with such a weapon? Would anyone believe such a thing was possible?

erupt, earthquakes can strike, tornados can roll and twist, hurricanes can blast the coasts, landslides can tear off mountainsides, chain lightning can illuminate the night, churning waterspouts can drive toward defenseless ships.

In extreme cases, enterprising refs can have combinations of the above events occur ("It can't get any worse!" cried Professor Carstairs as the hurricane lashed at their yacht. "Oh, yes it can!" cried sturdy Renquist, as the island's volcano exploded in a cosmic shower of ash and lava). This approach can be overdone, but you get the general idea.

If *this* isn't exciting enough and the referee wants something *really* bizarre to throw at the players, there are still the following possibilities.

Atomic energy was still in its infancy in the 1930s, but certain men were able to see where such power could lead, for both good and evil purposes. What if a visionary was able to get hold of some uranium (a surprisingly easy thing to do in the 1930s) and begin work on the world's first nuclear device? What could be done with such a weapon? Would anyone believe such a thing was possible? These chilling possibilities could develop in the course of a campaign and could even provide for the alteration of history on a grand scale.

H.P. Lovecraft's tales of the Cthulhu mythos have been around a long time, and Chaosium's CALL OF CTHULHU™ game explores this avenue of dangers well; it must be confessed, however, that fighting alien gods from outer space can often prove a little *too* hazardous, what with the dangers of going insane and the general uselessness of modern weaponry against the more powerful monsters of the pantheon. Nonetheless, it makes a nice break to deal with a slime creature from the Los Angeles sewers once in a while.

The Bermuda Triangle can be a rich source of adventure for any campaign. Several ships disappeared there in the time frame we're concerned with, among them the *Cyclops,* the *Carroll A. Deering,* and the *La Dahama*. Though a careful examination of Bermuda Triangle tales reveals that most of the ships were probably lost during major storms or suffered other mundane disasters, the referee could declare otherwise and change history a bit. Did UFOs steal the ships and their crews? Is an ancient civilization kidnapping people as slaves? Are monsters lurking in the Caribbean and Atlantic? What about pathways to alternate universes?

One book that contains superb resource material on this topic is Lawrence David Kusche's *The Bermuda Triangle Mystery—Solved.* Carefully researched and documented, this book is also enjoyable to read. Dozens of disappearances and strange happenings are described in detail, and references are given for further investigation.

Ghosts, poltergeists, and spirits of the dead may haunt the campaign from time to time. "The Vesper Investigation" from POLYHEDRON™ Newszine #15 described one example of such an encounter that could be expanded into a major campaign episode. History books which detail how the 1930s dealt with the occult can be invaluable for referees; particular attention should be paid to the psychic fakery that went on during this time; much could be made of having adventurers think they've discovered true hauntings, when they are only being bamboozled by a clever medium who knows how to rig a seance and fake contact with the dead. Some recent books by Martin Gardner have discussed the world of psychics, ESP, and related topics in a very readable, intelligent, and refreshingly sceptical manner, and they are worth examining.

Die-hard pulp fans will recognize the name of Doc Savage, the Man of Bronze, the genius and adventurer who fought evil with high technology and two fists throughout the '30s and '40s in the novels of Kenneth Robeson (a pseudonym for Lester Dent and other writers). Bantam Books still prints a wide variety of his adventures, and Philip Jose Farmer has written a "biography" of him (*Doc Savage: His Apocalyptic Life*). The tales of Dr. Clark Savage, Jr., are must reading for anyone who has a mental block over what could possibly keep adventurers busy in their campaign.

As a last resort, there are still such amusements as invaders from Mars, meteor strikes, radiation experiments gone wild, hidden islands ruled by descendants of Atlantis, secret societies that manipulate and govern the world like a puppet, wizards, priests, and sorcerors from strange cults, and time travellers from the future (perhaps with unpleasant news). Sixty-foot tall apes with a penchant for climbing skyscrapers should not be overlooked, and lost worlds full of large, hungry dinosaurs may also make an appearance now and then. While it is wise not to overdo this, an adventure involving any one of the above would certainly make for an interesting day.

Some fascinating resource material, though of dubious "authenticity," would include the likes of Charles Fort's *The Book of The Damned,* and Frank Edwards' assorted chronicles of strange happenings and impossible events. Whether any of this material is true or not is irrelevant for gaming purposes; if it looks good, use it!

Final thoughts

The general idea is to keep things moving, to build them up to a fever-pitch of tension and excitement. Will the explorers escape the clutches of the mad Dr. Weatherby's mutant ape army in time to find the stolen statuette of Chao Kung Ming and return it to the temple before the enraged followers of Shiva descend upon the peaceful village of Xbalanque and sacrifice them all to the great plague god and release the carnivorous locust upon the world? Or will the typhoon strike first and sweep them all to sea to be eaten by barracudas?

Adventuring in the 1920s and 1930s can be a very complicated affair. It's a wonder anyone lived through it all.

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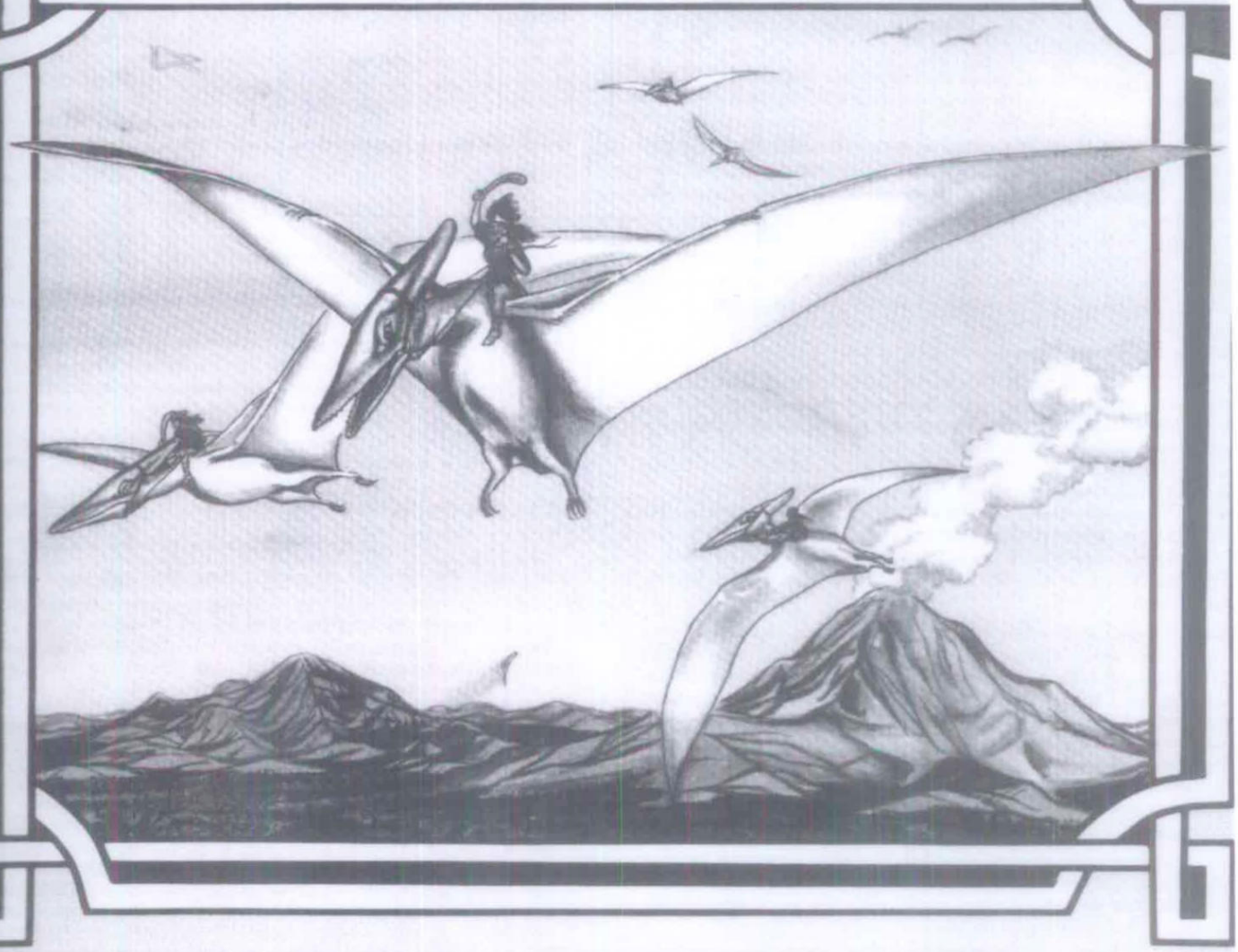
For ADVANCED DUNGEONS & DRAGONS® Game

RPGA™ NETWORK MODULE 8

. . . AND THE GODS WILL HAVE THEIR WAY

by Bob Blake

An AD&D™ ADVENTURE for 6-10 Characters, Levels 4-7



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. . . AND THE GODS WILL HAVE THEIR WAY

DM Information

The time has come to reveal the basis for this series of scenarios. Llywelyn had a co-ruler, Grellyn. They were life-long friends, with an unusually intense and close relationship. Llywelyn and Grellyn were literally soul mates, in that they shared a soul, though neither of them realized this fact. When Grellyn had Llywelyn poisoned in an attempted coup, Grellyn died as well.

Their split soul was the result of the efforts of King Dacquiri to protect his daughter, Ardel, from being involved in a power struggle that occurred toward the end of his reign. Heretofore, succession was limited to a male heir in direct descent, but Dacquiri was intent that Ardel would sit the throne of Pellham after him. Adept in magic, he thought to place Ardel on another plane until the situation had cooled, then bring her back to succeed him on the throne, the first queen in Pellham's history.

Dacquiri's planar travel attempt worked, for the most part, but he and Ardel were caught in a time loop that took them back to the hour of birth of Llywelyn before Dacquiri was able to break the loop and travel to a parallel plane. This abberation in time resulted in a split soul for Llywelyn and Grellyn.

Further complicating the situation, the wizard Ishcabeble and King Dacquiri were often at cross-purposes, and unfortunately the matter came to a head shortly after Ardel was placed in the parallel world. As recounted in an earlier scenario, Ishcabeble slew King Dacquiri, stranding Ardel forever on the other plane.

Grellyn was born at the same time as Llywelyn and received the other part of the soul, though he was some distance away. They met when they were young men, serving Pellham and having the usual heroic adventures. Their closeness made it natural that Grellyn should play a major part in ruling the kingdom, though by tradition only the king could actually rule. Grellyn's public responsibility was command of the army, though Llywelyn allowed him certain covert powers that whetted his appetite for more and subsequently lead to their mutual demise.

Diancecht, physician of the gods, was intensely interested in the split soul phenomenon and tried to retrieve it upon Llywelyn's and Grellyn's deaths, but Arawn beat him to it, the only time such a thing had ever happened. But Diancecht devised a plan that would gain him this soul, even though he had to wait centuries for it. Before Llywelyn's burial, Diancecht visited the body and removed a dollop of flesh from an old sword wound on Llywelyn's left forearm, a site that was covered by the burial shroud. He entrusted the flesh to Oghma's care, requesting him to keep it safe until such time as it was needed.

Diancecht then caused the prophecy to be written through divine inspiration, seeing to it that it was preserved through the centuries and eventually came to light at this period of time. Six months ago, he instructed Oghma to make a clone from the piece of flesh in his possession. Llywelyn's clone was given the semblance of a woman and placed on the same plane as Ardel. On the parallel plane, Ardel is queen of one part of a split-tribe of amazons, the clone (called Marna) is queen of the other, in fulfillment of another prophecy. This strange course of events will be explained more fully later.

Read "The Lineage of the Kings" thoroughly. You will notice that Dacquiri is referred to as "...the eighth of nine," then the next couplet identifies Kolm as "...the first of four." Obviously, the dynasty changed, though it alludes to a ninth ruler who never reached the throne. This, of course, is Ardel.

About the prophecy: "With six hands of Loring the Lost upon the Wheel of Time, at the moment Bazel mounts his chariot to do battle with the Seven Daughters..." refers to the astronomical time that the prophecy will be fulfilled. This was accomplished in the first scenario. "...The dead king shall rise to sieze the Triad with hands that cannot grasp and eyes that cannot see..." refers to the fact that Llywelyn is not in the coffin, but hidden (as will be explained shortly). "All wards broken..." refers to the guardian wards Ishcabeble placed on the tomb. The incants to lift the wards were recovered in *The Incants of Ishcabeble* and the wards lifted in number seven. "...The mystic barriers pierced with mating swords..." are the magical locks on the door of the tomb and their keys. The keys were recovered in scenario two and the locks opened in *Llywelyn's Tomb*. "...Three saints and sinners will struggle in the dust, both and neither to triumph..." is an event that occurs in this scenario. "...And while the sundered earth spews forth the dregs of centuries, a new order shall come upon the land..." is an erupting volcano on the parallel plane that is the gate to the home plane, and the end of this adventure.

Since a mortal caused the problem in the first place by stranding a mortal in a parallel world, mortals must rectify the situation by removing her (Ardel). Diancecht and other gods will provide indirect aid, but the players must think things through for themselves.

As previously mentioned, Llywelyn's clone (hereafter referred to only as Marna) is on the same parallel world as Ardel. After the first part of this scenario, the party will feel that Llywelyn is lost, an event they probably anticipated. All information they receive from Diancecht will point to Ardel as the ruler they must bring back, but the existence of Marna indeed makes it possible for Llywelyn to be returned to the throne, thus realizing the initial goal. The parallel world will be detailed later, but the DM should be aware that Marna is a woman, and the party will be required to puzzle over the Marna/Llywelyn situation through clues they will be given. Complete victory conditions are achieved by bringing both Ardel and Llywelyn (Marna) back to their home plane and presenting Llywelyn as the king reborn.

Players' Information

As last you have entered the tomb of Llywelyn, whom you seek to place upon the throne of Pellham. With the golems, the undead, and the strange bloody skeletons vanquished, the way is clear to descend to the lower level of the tomb. The stairway drops steeply to a depth 40 feet below the upper level, and opens into a 40-foot-cubic chamber. In the center sits a 10-foot-high timber catafalque, its cloth draperies long ago rotted in the stale, dank atmosphere of the tomb. Access to the top is provided by a broad, wooden stairway of stout timbers.

The chamber walls are smooth stone, decorated with painted wooden plaques that may have depicted events from King Llywelyn's reign, though the paint has flaked to such a degree that verification is impossible.

Read the following when the party ascends the catafalque's stairs.

The coffin atop the catafalque is of smooth, flawless marble. There is no effigy on its lid, though a crown engraved on its east end signifies the head of the coffin. Each side and end is sealed with a wax emblem bearing the crossed sword and eagle insignia of the ancient kings.

The seals can be easily broken and the coffin's lid removed.

The ancient bones of the king, wrapped in a seamless linen shroud, lie in repose on purple silk cushions. The signet ring, bearing the same design as the wax seals, is still worn on the right hand, and a necklace of fine wrought gold graces the neck. A plain gold circlet still crowns the sparsely-haired skull. Aside from these items, the skeleton and the rest of the coffin are unadorned.

These are the remains of Grellyn, not Llywelyn. Grellyn's followers entered the tomb before it was sealed and placed Grellyn's body in

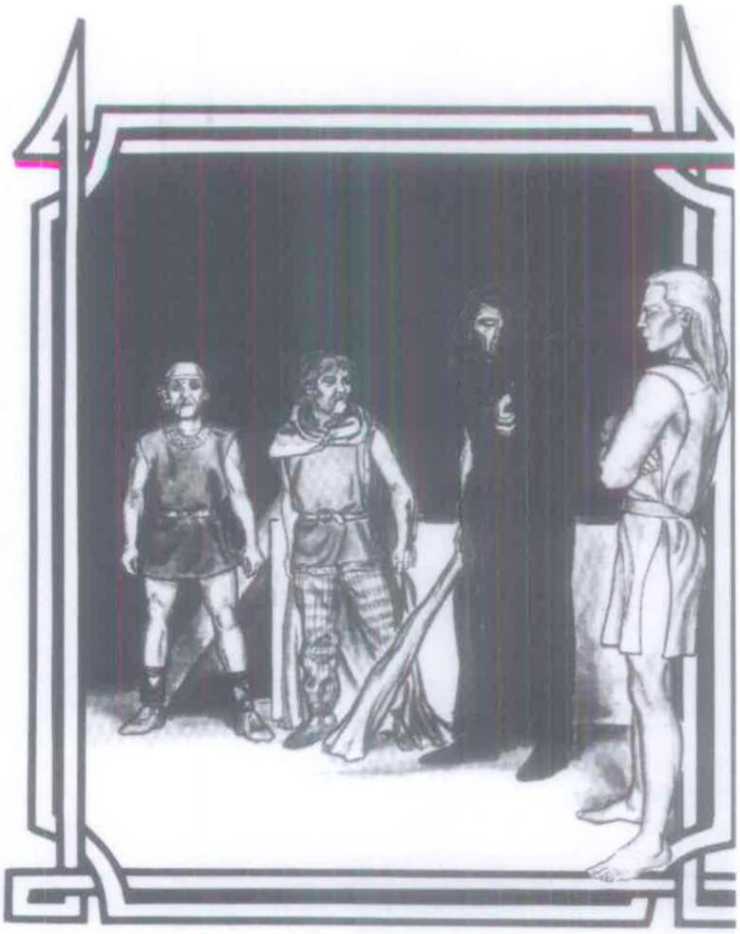
the coffin, in the belief that Grellyn should have been king in life, but since he was not he should be interred as a king. They put Llywelyn inside the catafalque. There is no way for the party to tell that the remains in the coffin are not those of Llywelyn.

The party has with them Llywelyn's symbols of sovereignty, the Triad (the baldric, helm, and scepter recovered in scenario three) and a **Potion of Restoration** (from scenario four). The potion should be poured over the skeleton and the remaining items held in readiness for the old king to assume. Coach the players on these procedures; there is no need for them to waste a lot of time trying to determine exactly what must be done. Close is good enough in this case.

> The magic of the potion is potent, for the ancient bones are clad once again in living flesh. The dead eyes open, gazing blankly upwards for a time. Then the king sits up in the coffin and beckons to you to lend him a hand.
>
> Simultaneously, a cry for help and a pounding noise breaks the tense silence. The voice and pounding is repeated. It comes from inside the catafalque.

Grellyn is rather dazed by the whole experience, and will not interfere with an attempt to reach the inside of the catafalque. The characters may gain access to the catafalque by prying loose a few of the timbers. Llywellyn will make his own exit if the party chooses not to help him. This is the part of the prophecy referring to "...the dead king will rise and sieze the Triad with hands that cannot grasp and eyes that cannot see," as he physically can not reach the items, and is enclosed in the catafalque. Upon exiting the catafalque, Llywelyn will climb to the top of the structure to stand beside Grellyn.

> Two beings stand beside the now empty coffin, both gazing dazedly at you and one another. He who until recently lay inside the catafalque identifies himself as Llywelyn, and the other Grellyn. The shock of resurrection makes further questioning pointless for the moment.
>
> Both men are tall of stature and robust in their new life. They appear to be about 35 to 40 years of age. Although they are by no means identical, they share reddish hair, blue eyes, and even a small mole on the right hand. While facially dissimilar, they radiate the impression that they belong together. Strangely, Llywelyn bears a bleeding wound on his left forearm.
>
> As you watch and wait, both normal and magical light sources dim, and a low rumbling noise emmanates from the surrounding stone and earth. Llywelyn, eyes blank as if staring into the Void, says, "Diancecht ward us! He comes! He comes!"
>
> A tall humanoid form coalesces from the stone floor. He is a man of seven feet in height, clad in breeches, boots, tunic, and hooded cloak, all of which are black. His face is deathly pale, a drooping mustache decorating his otherwise hairless face. But his eyes are his true identity; it is impossible to deny that you are in the presence of Arawn, The Dark One, God of the Dead. He strides atop the catafalque, standing on Llywelyn's left. Grellyn seems frozen on Llywelyn's right. Arawn surveys all with a haughty glare.
>
> The tinkling of many bells can now be dimly heard, as if far in the distance. It grows louder as a glow appears near the ceiling overhead. In the glow appears a young, handsome man. His body radiates good health as he slowly floats down to stand beside you on the catafalque, facing Arawn. Though none of you have seen this being before, an inner voice identifies him as Diancecht, Physician of the Gods. A faint smile graces his face, though he says nothing to you nor his brother deity.
>
> Arawn fixes his penetrating gaze on the nearest cleric and, in a voice as cold and final as the grave, demands, "Mortal, explain your meddlesome behavior. By what power and for what purpose do you recall souls from my domain? Answer me now!"



Refer to the detail map to see how the NPCs are placed; "D" is Diancecht," "A" is Arawn, "L" is Llywelyn, and "G" is Grellyn. This arrangement cannot be altered. Someone in the party should offer an explanation of their quest in as much detail as possible. **It is of the utmost importance that Llywellyn hears that he is being brought back to rule once again.** The DM, playing Arawn, should ask questions as necessary so the entire story is told. If a character chooses to lie to Arawn, the god will know; the DM may choose to use Arawn's **Death** spell ability only in this instance. A saving throw is applicable. Once the story is out, proceed with the following:

Llywelyn has listened in dumb amazement to the tale of the quest and, casting a smoking glance at you and Diancecht, begins to speak.

> Out of the night that covers me,
> Black as the Pit from pole to pole,
> I thank whatever gods may be
> For my unconquerable soul.
>
> In the fell clutch of circumstance
> I have not winced or cried aloud.
> Under the bludgeoning of chance
> My head is bloody, but unbowed.
>
> Beyond this place of wrath and tears
> Looms but the Horror of the shade,
> And yet the menace of the years
> Finds and will find me unafraid.
>
> It matters not how strait the gate,
> How charged with punishments the scroll,
> I am the master of my fate:
> I am the captain of my soul.*
>
> *(*see Credits)*

Upon finishing his speech, Llywelyn grabs Arawn's club with light-

ning speed and deals Grellyn a mortal blow to the head. Then he staggers, and sinks lifeless to the floor of the catafalque.
Diancecht planted the speech in Llywellyn's mind, more for dramatic effect than anything else, and also the revelation that he could free himself from further such attempts by killing Grellyn (and himself). With Grellyn's head destroyed, even Diancecht is powerless to raise him, and if Grellyn cannot be resurrected, neither can Llywelyn.

> Arawn smiles. Casting a triumphant glance at Diancecht, and one of contempt over foolish mortals, he swirls his cloak about him in a flourish, and with a deep laugh in that dead voice, he sinks through the floor to greet the arrival of the souls that even now are traveling towards his island kingdom.
>
> Diancecht sighs as he examines the corpses. "Grim tidings, these, for the lack of this head prevents me from bringing either back to life. Unknown to you is that Llywelyn and Grellyn shared a split soul, thus the life of one depended on the other. The crude mural in the entrance to this tomb was drawn by someone who was aware of this, though it was a closely held secret in Llywelyn's time and such knowledge followed him to the grave. Alas, Llywelyn's blow has now rendered my arts useless."
>
> "But all is not lost. You have in your possession a clue that will allow you to complete your quest, to some degree. Think you hard on what you know."

Diancecht wants them to notice the missing ruler in "The Lineage of the Kings." If they haven't gotten it in five (real) minutes, he says:

> "Look to 'The Lineage of the Kings' for help."

If they still haven't picked up on it after another five (real) minutes, he says:

> "The answer lies with Dacquiri."

If they haven't picked out the missing ruler after another (five) minutes, Diancecht will shake his head and explain it.

> "Dacquiri the Witchking is numbered as the eighth of nine kings, yet the very next ruler is Kolm the Quick, the first of four. Where is the ninth ruler? Dacquiri had no male heir, but he did have a daughter, Ardel. Succession was traditionally limited to males only, but Dacquiri was intent that Ardel would be the first Queen of Pellham. Fearing for her life, he used his magic to transport her to another plane of existence for safe keeping until the time her succession would be allowed by law."
>
> "But Dacquiri's magic was flawed, and he and Ardel went back in Time before reaching their destination. The loop was broken at the instant of Llywelyn's and Grellyn's births, the aberration causing a soul to split and be shared between them."
>
> "Dacquiri never saw Ardel again, for his old enmity with the wizard Ishcabeble culminated in their mutual deaths, and Ardel was forever stranded on another world."
>
> "I counsel you to seek Ardel, for she yet lives. A witch of great power is she, and has managed to maintain her youth and beauty. My powers there are dross, but I can aid you on your way if you are willing. I will transport you all to the Pillars of Nimra, where lies a Gate through which one may enter other worlds. I entrust to you this piece of rock; hurl it through the gate to set your destination, then step through to continue the quest. Seek the light. Your gods are ever with you."

Diancecht has tricked Arawn. The dual soul has not gone to the Isle of the Dead, but to a clone of Llywelyn that Diancecht has concealed on the parallel plane. At this point the ultimate resolution of their game rests with the characters, but if Diancecht's plans work out, Llywelyn and Ardel will be recovered, marry, and found a new dynasty for Pellham.

The Pillars of Nimra

> The rock is a fist-sized lump of pumice. As you ready yourselves, Diancecht closes his eyes, spreads his arms, and mutters an arcane phrase. A feeling of weightlessness descends on you, your vision obscured by whirling, swirling colors. You find yourselves in a dusty cleft, at the end of which are two massive pillars, each 30 feet in diameter and at least 100 feet tall, spaced 40 feet apart. Between them is a scintillating curtain of colors.
>
> The transport has caused no ill effects for most, but the three clerics are suffused with a white glow.
>
> The dull ring of metal on stone brings the realization that something is nearby. A gold coin lies on the rocks before the gate, and a vision straight from the pit of Hell steps through the magical curtain; three seven-foot monstrosities of scaly orange hide, barbed hands, and tail.

The gate works by throwing some item that originated on the destination plane through the gate, then stepping through. The coin the **barbed devils** (AC 0; MV 12"; HD 8; hp 38 each; #AT 3; THACO 12; D 2d4/2d4/3d4; SA **Fear** (as wand) from melee blow, **Pyrotechnics, Produce Flame, Hold Person** and summon another barbed devil (30%); MR 35%) pitched through the gate is of a mint familiar to the characters, if they think to look at it.

The barbed devils will each attack a cleric if possible, but their illuminated visages cause the devils to attack at -2 and render their **Fear** and **Hold Person** abilities inactive against the clerics, though normally effective against the others.

This encounter references "Three saints and sinners struggle in the dust, both and neither to triumph..." When a devil hits a cleric, the devil will be blown back to its home plane, the cleric will be rendered unconscious, and that cleric's glow will disappear. Thus both win and lose, in that the devils are displaced, but not vanquished, and the party loses the direct protection of Diancecht. After the fight, the unconscious clerics recover quickly. If the party bypasses the devils, the clerical glow will disappear on the new plane.

Once the characters are ready, the piece of pumice must be thrown through the curtain. The gate's destination is now set, and the party may pass through without ill effect. Once through, the clerics' illumination will be gone, and the party will find the pumice lying on the ground on the other side.

THE PARALLEL PLANE

The plot thickens, as it were. The players will gain several clues in the various encounters detailed hereafter; their job is to put them all together and realize that not only can Ardel be returned to the Prime Material Plane, but that Marna can as well, thus fulfilling their initial objective. Most things point to Ardel, so it will take a sharp group to discern that there is more here than meets the eye.

The party appears on the jungle trail at **Encounter Area 1**. All clear hexes on the map represents thick tropical jungle, with the exception of the area to the east, which is a plain covered with volcanic ash. Divot's Ditch is a deep volcanic fissure 200 feet across and at least that deep. It is meant to be difficult, if not impossible, to cross. Note that there is no bridge over the fissure on the path between encounters **4a** and **8**.

The thickness of the jungle growth is such that it is impossible to see more than 20 yards. Thus, the party will not know what lies in the next hex until they enter it. From the top of a tree they can see the landmarks and close details of one hex in all directions. **They cannot see the ferryman until they enter his hex (Encounter 2).**

Movement rate on a path is 10 hexes a day, 5 hexes per day off the path. If moving through trackless jungle, they will have one encounter for every 5 jungle hexes they enter. The hex count is to be cumulative; if they move 3 hexes through the jungle to a path, then move on a path for 20 hexes, then back into the jungle, they will have an encounter in the second jungle hex they enter. Consult the **Extra Encounters Section**, using the encounters in order as required. If the party is moving on a path, the extra encounters will not be used.

WILDERNESS ENCOUNTER KEY

1. The Jungle Trails

You are on a jungle trail. The gate has left you on the banks of a tropical river, the wild, dense jungle growth rampant all about. It's very hot and humid, and a rumbling washes through the earth beneath your feet. Huge trees arch above, blocking out the sun. Many trees lean over the river. There is no trace of a gate here, making it impossible to return the way you came.

In the jungle's gloom, two trails are revealed, one on this side of the river following its course both up and downstream and another leading from the far bank deeper into the jungle to the north.

Read the following only if someone decides to climb a tree to get a look around. Such climbing may be done at no risk of falling.

From this lofty vantage point, a faint wisp of smoke can be seen, rising lazily to the west. Across the river, far to the northwest, squats a crude stone tower on a low hill. Directly northward looms a volcano, its smoking crater rising high above the intervening jungle, and another volcano lies to the east/northeast, apparently inactive.

As you pause to adjust to the extreme conditions here and decide what to do next, a sudden gust of wind sways the tops of the trees around you. A primeval cry shatters the oppressive stillness as a gigantic winged reptile skims the roof of the jungle canopy, its leathery wings carrying it to the northeast. It has not seen you.

The reptile is a pterasaur and will not attack; it is here to give the party some idea of the creatures they will encounter. The party must decide whether to cross the river here or follow the path along the river. Proceed to **Encounter 1a** if they choose to cross the river here (or anywhere except via the ferryman), **Encounter 2** if they proceed along the path to the west, or **Encounter 3** if they walk the path to the east. Of course, the party must go far enough to enter the hex containing the encounter in the latter two options.

1a. River Crossing

The river looks about 200 feet wide. The water is clouded with silt, and the bottom cannot be seen. From the look of the current and a few protruding boulders, you estimate the water to be no more than 3 or 4 feet deep. Tall trees laden with vines arch out over the water, cutting the distance to be crossed to not more than 100 feet if the vines are used.

This description applies to any point on the river the characters choose to cross other than the ferry, though the trail leading into the jungle on the far bank only occurs at **Encounter 1a**. The water is waist-deep, but each person wading across will be attacked by a school of piranhas. It takes three rounds to cross the river, and the damage done by the school is 1 point for each armor class the victim has (rear armor, no dexterity bonus). Thus, a character in AC 5 will take 5 points of damage each round he or she is in the river.

These piranhas are amphibious, and will follow characters onto the land. The characters will take another round of damage as they discover the piranhas are amphibious, but thereafter can easily outdistance them by running. The piranhas will not pursue more than 60 feet from the water.

Swinging on vines is a better alternative, though each character has a 50% chance of grabbing a **viper vine** (AC 8; MV 3"; HD 4; hp 17; #AT 1; THACO 15; D 1-4; SA poison; see more detailed description at end of module). For tournament purposes, every second vine touched will be a viper vine, and due to the tangle of foliage it will not be possible to swing a normal vine back across the river to help the remaining characters.

2. The Ferryman

Around a wide bend in the river, you find a campfire in a clearing by the bank of the river. A middle-aged man, clad only in a loincloth in deference to the oppressive heat, stoops over a raft pulled up on the bank, repairing the lashings on the logs. Across the river is a trail northward.

"Strangers — for strangers you are, by the mode of your dress — I bid you welcome. The ways of this land are quick and violent, for dangerous beasts roam the jungles and this river itself holds terrors unimaginable. If crossing it is your desire, I am your servant, but be warned that all the land north of this flood is the war ground of amazons."

This man is Oghma, God of Knowledge, and is here to give aid to the party. In his role as ferryman, he will take the party across the river for whatever is offered him in return. He will answer questions, but only the following information can be gained from him:

1. The river is named Silvertide.
2. There are many paths through the jungle, but one must find one's own way.
3. There is another volcano to the east, and the area around it is uninhabited.
4. To the south lies trackless jungle.
5. The local deity is Divot, goddess of the volcano.
6. There was once only one tribe of amazons, but it split after the arrival of a new queen.
7. The queen of the "old" tribe lives in a village near the base of a volcano to the north, and is rumored to have witchlike powers.
8. The old queen has been here for more than two hundred years.
9. The new queen is said to be but six months old, yet is fully a woman, and lives in a crude stone tower to the west of the same volcano.
10. The tower was built by the new queen after the tribe split.
11. The tribes can be told apart in that the new tribe rides winged reptiles and wields metal weapons.

If, after crossing the river, the party decides to ignore the trail and strike off due north through the jungle (straight for the tower), give them two encounters from the **Extra Encounter List**, then **Encounter 6**. It is imperative that they meet Ardel before Marna.

3. The Forgotten Temple

This area is a time-waster. To be here indicates the party has failed to see the campfire smoke, or has ignored it.

The barely passable jungle path divides, one branch heading due north and the other southeast, as if split by the massive bulk of the ruins hunkered in the gloomy jungle ahead. Wild foliage partially obscures the stone building, a ziggurat (step-pyramid) 100 feet on a side at its base and four levels high; each level is 10 feet high and inset 10 feet. A black gap 6 feet by 8 feet provides entrance into the lowest level.

If the players desire to investigate this structure, continue below.

> The base of the pyramid is highly carved in decorative swirls and spirals, similar to the artwork of your own history. The angry chatter of baboons in the trees around you increases as you approach the ziggurat.

There are 20 **baboons** (AC 7; MV 12"; HD 1+1; hp 7 each; #AT 1; THACO 18; D 1-4) of this tribe of 40 that will fight. Five of the 20 are large males that do 2-5 (1d4+1) points of damage. They will not attack unless the party enters the ziggurat, and then only when they come out. If the players choose to enter, continue below.

> The interior of the pyramid is plain, the steps on the outside providing a corbelled roof for the inside. Near the eastern wall is a statue of a huge feline creature with overgrown incisors.

The statue is a sabre-toothed tiger. If the characters spend one turn inside the temple, they will encounter a real **sabre-toothed tiger** (AC 6; MV 12"; HD 7+2 ; hp 40; #AT 3 [bite at +2]; THACO 13; D 1d4+1/1d4+1/2d6; SA rear claws for 2d4/2d4) three rounds after leaving the temple. The baboons will attack immediately when the party leaves the temple, but will flee when the tiger appears. If the party spends two or more turns in the temple, there will be two tigers (the second will be exactly the same as the first).

4. The Firenewts

This encounter is another time-waster. The players have either failed to gain information about the area from the ferryman, or have ignored his advice.

> The air seems hotter here, even the ground is hot to tread, as each step carries you closer to the volcano. The vegetation looks blasted; the land is a broad, ash-covered plain stretching to the base of the cone. To your left, at a distance of 100 yards, approaches a band of six reptilian riders on bipedal mounts.

The creatures are a hunting party of **elite firenewt warriors** armed with stone battle axes, mounted on giant striders. They will attack without hesitation. If the characters flee, the hunters will give chase, overtaking the party in four turns.

6 **elite firenewts** (AC 3; MV 9"; HD 3+3; hp 20; #AT 1; THACO 15; D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). One breath attack can be used per turn: range 5', damage 1-6 against one target only, save vs. breath for half. Fire-based attacks against them are -1 point of damage per attack die.

6 **giant striders** (AC 4; MV 15"; HD 2; hp 20; #AT 1; THACO 16, (12 for **Fireball**); D 1-8 or 1-10, **Fireball** 1-6; SA **Fireball**; SD +2 on saves, immune to fire, flame cures damage). These can cast two **Fireballs** per hour, range 50', radius 10'.

Encounter 4a is a continuation, used only if the players wish to enter the volcano.

4a. Firenewt Lair

The remainder of the firenewt colony lives in the fissures of the volcano, detailed as follows:

20 **warriors** (AC 5; MV 9"; HD 2+2; hp 10 each; #AT 1; THACO 16; D 1-6 [stone pikes]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

6 **elite warriors** (AC 3; MV 9"; HD 3+3; hp 20; #AT 1; THACO 15: D 1-8; SA breathe fire; SD +3 bonus vs. fire-based attacks). Two of these act as leaders for the 20 warriors; the other four form the guard for the firenewt overlord.

Overlord (AC 3; MV 9"; HD 4+4; hp 30; #AT 1; THACO 15; D 1-8 [stone broad sword]; SA breathe fire; SD +3 bonus vs. fire-based attacks).

2 **priests** (AC 5; MV 9"; HD 3+3; hp 15, 17; #AT 1; THACO 15; D 1d6+1 [stone mace]; SA breathe fire, spells; SD +3 bonus vs. fire-based attacks). Both can cast the following once per day: **Faerie Faire, Produce Flame, Heat Metal, Pyrotechnics, Animal Friendship**, and **Predict Weather.**

15 **giant striders** (AC 4; MV 15"; HD 2; hp 9 each; #AT 1; THACO 16, (12 for **Fireball**); D 1-8 or 1-10, **Fireball** 1-6; SA **Fireball**; SD +2 on saves, immune to fire, flame cures damage). Two **Fireballs** per hour can be thrown: range 50', radius 10'.

A group of 10 warriors, 1 elite, and 1 priest will meet the characters at the entrance. If the party persists in entering, they may advance to the four-way, where they will be attacked from three sides by the remaining firenewts. There is nothing here for the characters except a long, time-consuming melee.

5. Divot's Ditch

> The path is easy to walk. Although you have heard thrashings in the bush and many cries and bellowings of great beasts, nothing has molested you. For the past eight miles, the track has followed the edge of a monstrous crack in the earth, averaging 200 feet in width. Its depth is anyone's guess, as the bottom is shrouded in noisy, sulfurous clouds of steam and gas. The sides of the fissure are rough, with many ledges and other protruberances. Periodically the earth shakes, like a gong hammered by the gods themselves. The past half hour has been punctuated by the sounds of a tremendous battle occurring somewhere ahead, now quite near.

The characters have little choice but to go on. However, they should have some idea of what is happening, and can make whatever preparations they choose at this point. Continue when they are ready.

> In the middle of the path the following scene unfolds. A bipedal lizard about 30' long and 12' tall stands in triumph over the carcass of an armor-plated beast, the scars of battle plain on each. The victor, sniffing the air, suddenly turns in your direction, bellows, tears a great mawful of flesh from its victim, and plunges towards you, blood dripping from its jaws.

The **antrodemus** (AC 5; MV 15"; HD 15; hp 60 [out of 80]; #AT 3; THACO 8; D 1d4/1d4/6d4) is intent on dessert, and will pursue the characters. Only the monk (from the pregenerated characters provided in issue #16) can outrun it.

Exactly what happens depends on the characters' reactions. The dinosaur can be blown away with a tremendous volley of magic, but this will deplete precious resources. The party can split up and run into the jungle, but they assuredly will become separated and will suffer a one day delay while regrouping.

The best way for the party to handle this is to use the monk as bait, running back down the path while the rest stay together and hide in the jungle until the brute is gone. Berta (see pregenerated characters) can then allow the beast to close a little while she heads straight for Divot's Ditch. At the edge she can do a slight tumble and use her ability to slow her fall; she'll land on a ledge about 25 feet below the rim. The antrodemus will follow her and fall to its death.

6. The Warrior Queens-A

This is perhaps the most vital encounter of all, for the characters will meet both Ardel and Marna.

> The trail has lead in a north/northwest direction all day, the smoking cone of a volcano being visible some distance to the northeast. It is near dusk when 20 dark-haired young women, clad in short-skirted hunting clothes, step onto the path, barring your way. Half of them hold drawn bows, the stone-tipped arrows trained in your direction, while the other half hold heavy, curved sticks in a ready throwing position. No one has discharged any missiles.

The women are 20 **amazons** (AC 7; MV 12″; F1; hp 5 each; #AT 1 (at +1); THACO 20; D 1-6 [arrow] or 1d6+2 [boomerang]). The characters should not attack, but run the melee if they do. If they do not attack, proceed below.

A blonde woman steps from the jungle thicket to stand in front of the other women. Her clothing does not distinguish her, but her regal mien brands her a person of some importance. She stares tight-lipped at the men, then directs her glance to Silevran.

"The peace of Divot be with you, fair one. Your presence troubles me, for your race is strangely familiar, as are your dress and weapons. But I sense you mean no harm, and your male serfs will be a welcome addition to my village. You are in danger here, for we go to raid Marna's rebel village. Though small, her band is invincible unless totally surprised. Are you with us?"

Someone should guess she is **Ardel** (AC 6; MV 12″; F9/M8; hp 32; #AT 3/2; THACO 12; D 1-6 [staff] or 1d6+2 [boomerang]).

First level: **Burning Hands, Charm Person, Detect Magic, Shield**

Second level: **Mirror Image, Ray of Enfeeblement, Web**

Third level: **Fireball, Haste, Hold Person**

Fourth level: **Fear, Wall of Fire**

Ardel will admit her identity under questioning. Also, the men should quickly adopt subservient roles. Hereafter, in the presence of amazons, any male who attempts to assume a dominant role over the amazons will be threatened with death in the event of a second attempt. If a male character tries a second time, he will be killed. The men in this society are little better than slaves, though the women are practical enough to allow them to fight in an emergency.

Joining Ardel's band is really academic, but the offer is made to put the party at ease. No combat will be initiated by the amazons, though they certainly will fight if attacked.

Suddenly, the growing dusk is made darker by shadows cast by gigantic wings. Forty winged reptiles, each ridden by a warrior maiden, have glided silently to the attack. The leader is a statuesque woman, crowned with a magnificent headdress of bright feathers and consumed by battle lust as she commands her mount to dive. The fresh pink of new scar tissue from a wound on her left arm gleams in the fading rays of the sun as the plummeting creature pulls out of its mad rush. A wicked-looking throwing stick is held poised for release in her right hand as the whistling wind straightens her auburn tresses behind her. A metal long sword hangs from her belt; her other warriors are equipped with short swords as well as their curved throwing sticks.

The weapon is hurled, the deadly whirring of its flight marking its location as the increasing darkness makes vision difficult. The aim was true, for Ardel cries in pain as the wicked weapon strikes her skull and she collapses, unconscious, to the jungle floor.

The remaining warriors throw as well, some striking with effect, but others missing. Miraculously, those sticks that miss finish their flight by flying upwards into the air, to be caught by the maidens who threw the weapons. Their formation is now some distance away, wheeling to come back for another attack.

The second-in-command stoops over Ardel and quickly gives orders for a retreat. Turning to you she says, "We are undone, and Queen Marna returns to the attack. She gives no quarter to any of our people, and these circumstances place you in our company. Follow us if you would live to see the morrow." She turns without waiting for a response and orders four women to carry their fallen leader. The amazons blend into the vegetation.

The scar on the left arm and fact the that these amazons are armed with technologically superior weapons are clues that Marna is more than she appears. If the party chooses to remain here, Marna's troops will attack repeatedly, eventually landing to melee. The party

is doomed in such a case. Marna herself will fly off to the west with five of her warriors after her first attack. For tournament purposes, she cannot shot be down. **The characters are only to see Marna in this encounter, not talk with her.**

The party will most likely follow the fleeing amazons; if so, read the next paragraph, then proceed with **Encounter 8.** If the characters choose to fight, skip the next two paragraphs and run the melee.

> As you turn to follow Ardel's band, something lying in the path catches your eye. It is a crude medallion, fashioned from pottery and still bearing a broken loop of twisted grass. The obverse is engraved with two crossed stone-tipped spears with one of the winged creatures hovering over the juncture. The reverse is smooth and unadorned.

This is Marna's seal, and any of Ardel's amazons can identify it as belonging to Queen Marna. The players must note its similarity to the crossed-sword-and-eagle insignia of the ancient kings of Pellham described at the beginning of this scenario on their own!

Marna's attack force

40 **amazons** (AC 7; MV 12″; F3; hp 14 each; #AT 1; D 1d6+2 [boomerang] or 1-6 [short sword]). Each carries a metal sword and four boomerangs. After four boomerang attacks they will land and melee.

40 **pterasaurs** (AC 7; MV 3″/15″; HD 3+3; hp 15 each; #AT 1; THACO 15; D 2d4). They will melee.

Marna (AC 5; MV 12″; F10; hp 65; #AT 3/2 at +1; THACO 12; D 1d6+5 [boomerang] or 1d8+3 [long sword]). Her pterasaur has 24 hp.

7. The Warrior Queens-B

This is the same as **Encounter 6**, but in a different location. Refer to **Encounter 6** for details.

After a good march (depending on where the previous encounter takes place) the characters will come to Ardel's village. On the march, Ardel will be kept from them by the other amazons. Ardel is the ruler of 200-300 fighting amazons and their families. Marna has taken about 100 of the best fighters and their families westward, after she emerged from the volcano temple, Divotsbane, about six months ago.

8. Ardel's village

> A haphazard scattering of grass huts marks Queen Ardel's village. She is taken to the largest of these to be tended by healers. Her second directs you to be taken to a vacant hut, food and drink being served you by slack-faced male slaves.
>
> Left on your own for a while, there is an opportunity to observe the village. There is minimal cultivation in the form of small garden plots; the amazons derive their sustenance from hunting and gathering from the wilds. There appears to be little order to village life, though any men seen are all slaves. The amazons bow in obeisance whenever they pass Ardel's hut. The volcano is about a mile north of the village.
>
> Several hours pass. A lithe young woman enters your hut and says that the queen has recovered and desires your attendance.

The conversation with Ardel depends, for the most part, on questions the characters ask. They will probably identify themselves as travelers from her home plane, explaining what they know of her and her father, King Dacquiri, and also that they have come to bring her home to rule from the throne of Pellham. She will give them the following information in response to their questions:

1. She has magical powers, and has used them to rule these women after disposing of their old queen.
2. Time apparently has little meaning here, for neither she nor the others have aged.
3. She has learned to fight out of necessity, though she uses her magic as necessary to maintain her position of power.
4. When Marna came, only six months ago, Ardel fought to hold the tribe together, preferring the old ways to the new advancements in warfare proposed by Marna.
5. Marna arrived in the temple in Divotsbane, the volcano that looms over the village. The priestess in the temple said that the goddess appeared to her in a vision and foretold the coming of her daughter, and that though she was a woman, she was a mere babe of six months.
6. She brought with her metal weapons, heretofore unknown, and preached against Ardel and the old ways.
7. Many amazons were swayed by her speech, and eventually an open rift split the tribe. Marna and her new followers, 100 amazons possessed of great fighting skill, moved west.
8. Their settlement is marked by a stone structure, totally unknown in this area.

If the party explains their quest, Ardel will agree to go with them, as she is tired of this conflict and ready to go home. Since no one has any idea of how to get back, she suggests they go to the temple and ask guidance from the goddess Divot. Proceed to **Encounter 9** (see Temple Map).

If the characters choose not to reveal their purpose, the women will be adopted into the tribe and the men stripped of all their possessions and penned in with the other slaves. Escape from this sad state of affairs is possible, though the characters are now truly alone in a hostile land and will be attacked on sight by both tribes of amazons, not to mention the prehistoric jungle denizens.

9. Divotsbane: The Temple

Divot's temple in this volcano is the end of the adventure. Though the characters must get Llywelyn/Marna from **Encounter 10** to totally complete their objective, they may decide to leave now with Ardel only. The pumice given them by Diancecht matches that in this volcano. At the rear of the temple is another gate, suspended over the bubbling magma of a lava pit. There the party gains their last clue, if they pay heed to it. **Ardel has never been beyond the first chamber of the temple.**

9a

> Ardel has lead you to an adorned opening in the side of the volcano's cone. Surrounded by massive hardened lava flows, it is apparent that the molten rock split above the entrance, by nature or by divine intent. The natural flow has been crudely worked so that a huge, roughly humanoid head rises above the entrance, and the creature's massive arms embrace the opening.
>
> A short passage bores straight into the volcano's cone, opening into a 40 × 50 foot chamber. The heat is very oppressive, the area being lit in reddish hues by ribbons of lava somehow contained in the walls. A 20-foot-wide opening on the far side points deeper towards the volcano's heart.
>
> In the center of this chamber is a triangular-shaped altar, carved from solidified lava, its peak pointing towards the far opening. At this peak stands a women, wearing a loincloth of red fabric and a medallion about her neck that imitates the shape of the altar. "Ardel, queen and mother of Divot's children, why have you committed sacrilege by bringing outsiders to this place?"
>
> Ardel answers, "We seek guidance from the great god. I seek to commune with her in the holy-of-holies. Let us pass."
>
> With a grim look on her face, the priestess thrusts forth her arms, palms towards you in a gesture of impedence. "I forbid it! None shall pass!" She strikes the altar with the flat of her right palm and bursts into a writhing column of white hot flame, looking for all the world like a fire elemental.

Priestess (AC 10; MV 12"; C9; hp 50; #AT none; S 12, I 11, W 18, D 10, C 9, Ch 14)

First level: **Bless, Commmand** (x3), **Cure Light Wounds, Sanctuary**

Second level: **Augury, Chant, Hold Person** (x2), **Know Alignment, Resist Fire**

Third level: **Cure Disease, Dispel Magic, Glyph of Warding, Prayer**

Fourth level: **Cure Serious Wounds, Divination, Tongues** (reversed)

Fifth level: **True Seeing**

She is totally protected from immolation, the "writhing flames" being her arms as she makes spell-casting gestures. The effect lasts six rounds. She casts **Tongues** (reversed) on the first round, preventing communication between characters for 10 rounds, then **Command** (to "flee") on each of the next three rounds at random targets (except Ardel). **She automatically makes all her saving throws during this period.** She will then attempt **Hold Person** on each of the next two rounds (on three targets per round, but not on Ardel). On round seven, Ardel will cast **Hold Person** (see **Encounter 6** for her spell capabilities) on the priestess, who will fail her save.

Note: The reversed **Tongues** will not interfere with spells involving communication — **Command, Suggestion, Message,** etc., nor with spell verbal components. It will cancel the bard's **Charm** and **Suggestion** abilities, as these are not spells per se.

The 20 × 20 foot area north of the chamber has been magically trapped with a pearl from a **Necklace of Missiles** (5 HD) and fire **Glyph** (18 points of damage). Stepping into the glyphed area without saying the glyph's name will set it off, which will also set off the pearl. For tournament purposes, the **Fireball** does 20 points of damage, half if the saving throw is made. Note that whoever sets off the glyph takes damage from both.

If the party insists that Ardel go first, she will give the salutation "Hail Divot, Goddess of Fire," which contains the glyph's name. If this is repeated by each party member as they enter the glyphed area, they will not set off this trap. Ardel knows nothing of this glyph; she will be quite surprised if the trap goes off! If someone uses **Find Traps**, thus revealing the glyph, Ardel can identify it if she is asked. For tournament purposes, a **Dispel** will remove the glyph.

9b

These two corridors each contain three trigger plates, any one of which will activate a trap. The trap causes two **Walls of Fire** to appear and move slowly towards one another, trapping all in between. The starting positions of the walls are designated on the map as FW1 and FW2, and are not flaming until a plate is depressed, of course. FW1 moves north and FW2 moves south until they meet, causing 9-19 (2d6+7) points of damage per wall. The movement rate is 1' per turn (10 feet per round), and they extinguish one melee round after they meet. For tournament play, **Dispel Magic** will drop a wall (the wall will continue to move until another **Wall of Fire** is contacted, thus it is possible to have one **Wall of Fire** continuously circling the area), and the secret doors will automatically be found if the proper location is searched.

9c

The circular area is a lava pit. Hanging from the 10-foot-high ceiling above the pit is a stone key, needed to unlock the door at **9d**. It is not directly over the center, being 5 feet in from the west side and 5 feet above the lava. Any object touching the hanging key summons a **fire elemental** (AC 2; MV 12"; HD 12; hp 50; #AT 1; THACO 9; D 3d8; SA +2 or better weapons to hit) from the molten rock. A **Find Traps** spell will indicate that the key itself is trapped.

The key can be had by grasping and cutting its suspending cord without touching the key itself. Once removed from the cord, the key cannot summon an elemental and will no longer appear trapped to the caster of a **Find Traps** spell.

9d

Heavy stone doors block further progress here, and are unopenable except by the key in **9c** or a **Knock** spell. In addition, there are three more trigger plates here, any one of which will cause both FW to move through this area toward one another.

9e

The wide chamber opens into the holy-of-holies (**9f**). In the center o the floor is an engraved stone plaque (see **Players' Section**):

> "From the fires of the past a new queen shall be born, from grave to grave in six months' time. The new is older than the old has been for time untold, and sunders old, the Mother rent in twain. The past shall be lost, but no future gained, for He and She shall perish in Divot's hot embrace as Her wrath devours all."

The new queen is, of course, Llywelyn/Marna. "...from grave to grave in six months time..." refers to the growth of the clone, the first grave being Llywelyn's and the last being his exit from this plane via (hopefully) the gate in **9f**. "The old" is Ardel, and Llywelyn is indeed older than she, having been long dead before she was born. "...Sunders old, the Mother rent in twain..." means the one tribe (Mother) shall be split by the new queen. "The past shall be lost..." refers to Ardel's leaving, "...but no future gained..." means that the new queen will not assume control. "He and She" are Llywelyn and Ardel, "...perish in Divot's hot embrace..." describes what it will look like when they leap through the gate over the lava pit in **9f**. "...as His wrath devours all..." means that there will be a volcanic eruption when the gate is used.

9f

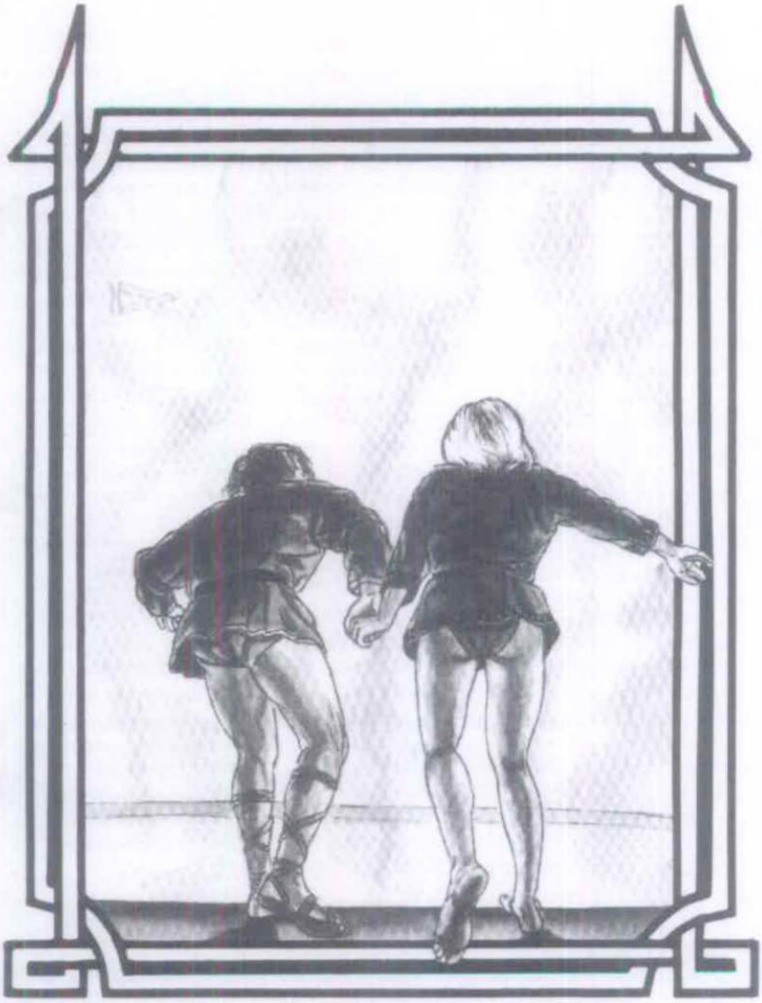
The circular room is dominated by a huge lava pit, over which flashes the colors of the interplanar gate. The gate destination can b set by throwing any item through that originate on the destination plane; thus, in this case, a character's body will do. It is a 10-foot broad jump to the gate, (in a tournament anyone who jumps will make the gate). When the gate destination is fixed, the volcano will begin to erupt — ground shaking, magma spurting, rocks falling, etc.

10. Marna's Tower

The party will have the opportunity to face Marna in this final encounter, being here if they: 1) have deduced that Marna is Llywelyn; 2) have a strong hunch, but no proof, that Marna is Llywelyn; or 3) decide that since Marna is an important NPC, they will take her along. Ogmha has blanked the clone's memory of Llywelyn's life, mainly to protect it on this plane. The party must reawaken these memories to return with Marna/Llywelyn.

Once met by the guards, the party will be escorted to the tower and an audience with Marna, who will demand to know why they are here. It is then up to the party to explain, for they are in peril of their lives if they haven't a good reason for being here.

> As you approach Marna's tower, a dozen of Marna's amazons step onto the path from the surrounding jungle. They look like they are expecting you, and motion you in the direction of Marna's village. The village contains about 30 grass huts like those in Ardel's settlement, but your escorts ignore them and lead you to the tower. It is not very imposing, simply a roughly circular tower of undressed, unmortared granite and lava.
>
> The tower is 30 feet across and 30 feet high. Atop the roof is a primitive catapult. The guards lead you to a hide-covered gap in the side of the tower.



The party will be ordered to turn over their weapons before being admitted to the tower. The amazons will recognize only obvious melee or missile weapons as dangerous (also the bard's instrument if she has used it against them). Armed combat here will be fatal, as up to 80 amazons and their mounts can come to the aid of Marna.

> The interior is very plain, implements of war much in evidence. Now that they can be seen close up, the metal weapons are of a style familiar to you, though of antique design.
>
> Marna is seated in a chair formed of the tusks of some great beast. She is clad in hunting leathers, her sword leaning against the side of the chair. Her magnificent headdress of bright feathers makes her appear very tall, even though she is seated.
>
> "Confederates of Ardel," she says, expectorating as if the very name is distasteful, "you risk much coming here. You may leave here now in safety, or state your purpose quickly, for I will waste little time on you."

Marna/Llywelyn wears a magical item which creates the illusion that Llywelyn is a woman (as per the illusionist spell, **Change Self**). If someone attempts to cast **Detect Magic** before convincing Marna that she is someone else, that character will be struck immediately by a guard, disrupting the spell. The party may note that Marna has auburn hair and blue eyes. **If the characters deliberately check for a small mole on her right hand, they will find one.** These are clues that Marna has strong links to Llywelyn.

The party has this one chance to back out. If they choose to do so, Marna will let them leave peaceably. If they decide to stay, Marna will summon her guard and everyone will go to the roof of the tower. A character will be selected at random, tied, and placed in the bowl of the catapult arm.

> Any statements that do not serve to convince Marna that she is Llywelyn result in an unfortunate character being the clay pigeon in this skeet shoot. If they are on the right track, Marna will let them continue and not give the order to fire the catapult.

> The tower roof is made of lashed logs, the cracks stuffed with grass to keep out the rain. Behind the tower is a clear space, bordered by tall trees that serve as rookeries for the winged creatures the amazons ride. The reptiles appear agitated with excitement and anticipation at the appearance of humans on the tower, and several take to the air and begin circling.
>
> "You are brave, and now that bravery will be tested. If I am displeased by what you say, you will be flung into the air, to be snatched by yon pterasaurs, for such is how we train and reward them for their alacrity. You may begin."

For the purpose of convincing Marna, the following bits of evidence and their point values are listed below. Marna will agree to accompany the party back to Pellham if they get at least 10 points, though do not stop at that point. A tie break in this case is how much evidence the party has amassed, reflected in their total points here, so let them continue until they can think of nothing else. If they have 10+ points, Marna will order her guard to leave. When she is alone with the party, she will remove her headdress, changing simultaneously into Llywelyn, whom the party will recognize.

If the party does not have 10 points, Marna will simply banish them, sans anyone who has become pterasaur food.

Evidence and Point Values

1. Similarity of Marna's seal to that of the kings of Pellham ... 4 pts
2. Scar on left arm where Llywelyn had a bleeding wound ... 6 pts
3. Use of metal weapons in a culture that uses only stone and wood ... 3 pts
4. Constructing a stone tower in a culture that only lives in grass huts ... 3 pts
5. Marna is a clone because she was fully grown in six months ... 6 pts
6. Any mention of details from Llywelyn's past (had a son named Logar, a co-ruler named Grellyn, etc.) ... 2 pts each
   A maximum of 4 points is possible from this category. Mentioning five items from Llywelyn's past will net the party 4 points, not 10.
7. Similarity of hair and eyes to Llywelyn ... 4 pts
8. Spotting the mole ... 4 pts

When this encounter is resolved, the characters (with or without Llywelyn), must return to Divotsbane (**Encounter 9**) and go through the gate. The priestess will be gone, though the **Walls of Fire** will still be there. If the party has managed to find all the trigger plates in one corridor (either **9b**) they may pass without activating the walls; otherwise they still have a chance of setting off the trap. The triggers in **9d** are a moot point, as the door is unlocked and the party can get out of the way long before the walls pass through the area.

ENDING THE ADVENTURE

When the party decides to go through the gate, the volcano will erupt violently: describe the earth shaking, the temple crashing down around their ears, etc. This is simply for dramatic effect; no one will be hurt.

Once back in Pellham, the epic quest can end in several ways. The best result is to recover both Marna/Llywelyn and Ardel, who will then marry and found a new dynasty. The next best is to return with the clone, for this completes the original quest. The third best is to recover only Ardel. Though the council will grumble about having a queen instead of a king, they will make the best of it in the end, and Ardel will be a splendid queen, indeed.

EXTRA ENCOUNTERS

The following encounters are to be used if the party leaves the jungle trails and heads off on their own in any direction not covered by the scenario text. They are to be taken in order. Use one encounter for each 5 hexes of movement in the jungle off the paths.

Jungle Encounters

1. Two rhinoceros beetles (AC 2; MV 6"; HD 12; hp 35, 35; #AT 2; THACO 9; D 3d8/2d8).

2. Two cockatrices (AC 6; MV 6"/18"; HD 5; hp 22, 24; #AT 1; THACO 16; D 1-3 + touch will turn to stone).

3. Two giant scorpions (AC 3; MV 15"; HD 5+5; hp 24, 32; #AT 3; THACO 13; D 1-10/1-10/1-4 + poison).

4. Three su-monsters (AC 6; MV 9"; HD 5+5; hp 24, 28, 31; #AT 5; THACO 13; D 1-4(x4)/2d4). These creatures will not use their psionic abilities, however they will hang by their tails from trees to use all 5 attacks.

5. Two tiger flies, male (AC 4; MV 6"/18"; HD 6; hp 27, 27; #AT 2 or 1; THACO 13; D 1-8/1-8 or 4d6 + poison). The sting attack follows a round in which both forelimbs attack to grasp (no damage), and strikes automatically each round thereafter. The sting can be used eight times per day. One fly will use each attack mode.

6. Shambling mound (AC 0; MV 6"; HD 10; HP 47; #AT 2; THACO 10; D 2d8/2d8; SA suffocation; SD immune to fire, half damage from weapons, half or no damage from cold, lightning adds 1 die). If both the creature's attacks hit the same target, the victim is entangled and will be suffocated in 2-8 melee rounds unless the mound is killed.

7. Two minotaur lizards (AC 5; MV 6"; HD 8; hp 36, 38; #AT 3; THACO 12; D 2d6/2d6/3d6; SA surprise on 1-4, gripping bite) A roll of 20 for the bite indicates the lizard has seized its prey. The victim is helpless and takes the bite damage each round until it or the lizard is dead.

VIPER VINES

Frequency: *Rare*
No. Appearing: *1-10*
Armor Class: *8*
Move: *3"*
Hit Dice: *4*
% in Lair: *100%*
Treasure Type: *Incidental only*
No. of Attacks: *1*
Damage/Attack: *1-4*
Special Attacks: *Poison*
Special Defenses: *Immune to blunt weapons*
Magic Resistance: *Standard*
Intelligence: *Low*
Alignment: *Neutral*
Size: *L (20' to 50' long)*
Level/X.P. Value: *III/110 + 4/hit point*

Viper vines are a type of carnivorous, poisonous plant indigenous to tropical forests, and 90% indistinguishable from normal vines. They hang from trees, trailing their ends on the ground to snare unwary animals. They have two forms of attack, the first being constriction as they wrap around their victim much like a snake, doing 1-4 points of damage each melee round. The second is a paralyzing poison exuded from the skin onto the ensnared creature (save vs. Poison applicable per vine). Viper vines can control this poison, generally not using it until having constricted their victim for 1-4 melee rounds.

Description: Viper vines are thick (3" diameter), ropy vines, brownish green in color.

WAR BOOMERANG

Encumbrance: 30 gp
Damage: 3-8 (1d6+2)/1-6
Rate of Fire: 2
Range: 2/4/6

The war boomerang is a heavy throwing stick that will return to a proficient thrower if the target is missed. It will not return if thrown by a non-proficient character, in addition to the normal non-proficiency penalties.

The Lineage of Kings

I sing for you now of the lineage of kings,
Of Pellham's mighty and doddering
Fools that japed and when all were done
Proved worthless at best, all save one.

Alendus Crebus, first of the kings,
First of nine by his conquerings.
Ciron the Hearty, lover of ale,
Son of Crebus, he drinks in death still.

Fenton the Foolish, moron well-named,
Glutton of mutton, third fool of the famed.
Heimwell the Haughty, brother of Ciron,
The fourth he became by the slaying of Fenton.

Pelcolb the Pious, bastard of Fenton,
Builder of the Temple, fifth one in.
Voltar the Victorious, paver of Kingsway,
Grandson of Crebus, so they all say.

Royberno the Bloody, bastard of Voltar,
Grim destroyer of clansmen, seventh so far.
Tornum the Terrible, tormentor of souls,
Grim as his father, eight bake in the coals.

Lascron the Last, ninth of nine,
Father to no man, last of the line.
Karnac the Cairnlord, usurper maligned,
Lascron's cousin, mover of the nine.

Agneus Expander, true lover of horses,
Sibling of Karnac, the nine were of course his.
Loring the Lost, foul slayer of eight,
Third of the kings, but victim of fate.

Loring the Lost, known for his songs,
Plays minstrel to demons, as cursed by his wrongs.
Marcus the Marshall, of this line is fourth,
Four stones mark his cairn, pink ones, of course.

Suradel the Scholar, first of the Witchkings,
Son of the bard and prophet of many things.
Argunth Elf-friend, of this line is sixth,
Feared slayer of orc hosts who none trifled with.

Rikar the Roarer, seventh of seven,
Slain young in battle, first one to heaven.
Lightmal the Dark, first of his line
Cousin of Rikar, awake for all time.

Dalemal the Light, Black Lightmal's spawn,
Cursed by his father, he's withered and gone.
Llywelyn the Just, slain at his dinner,
Gem of all kings, he was no sinner.

Logar the Loved, a shepherd in youth,
Llywelyn's son grew ancient in truth.
Damocles the Wizard, grandson of Llywelyn,
Second of the Witchkings, Time was the villain.

Rotkoddam the Strong, sixth of the line,
Led his troops into battle, led from behind.
Claudius the Cautious, Rot's son and heir,
Died in his sleep, though none seemed to care.

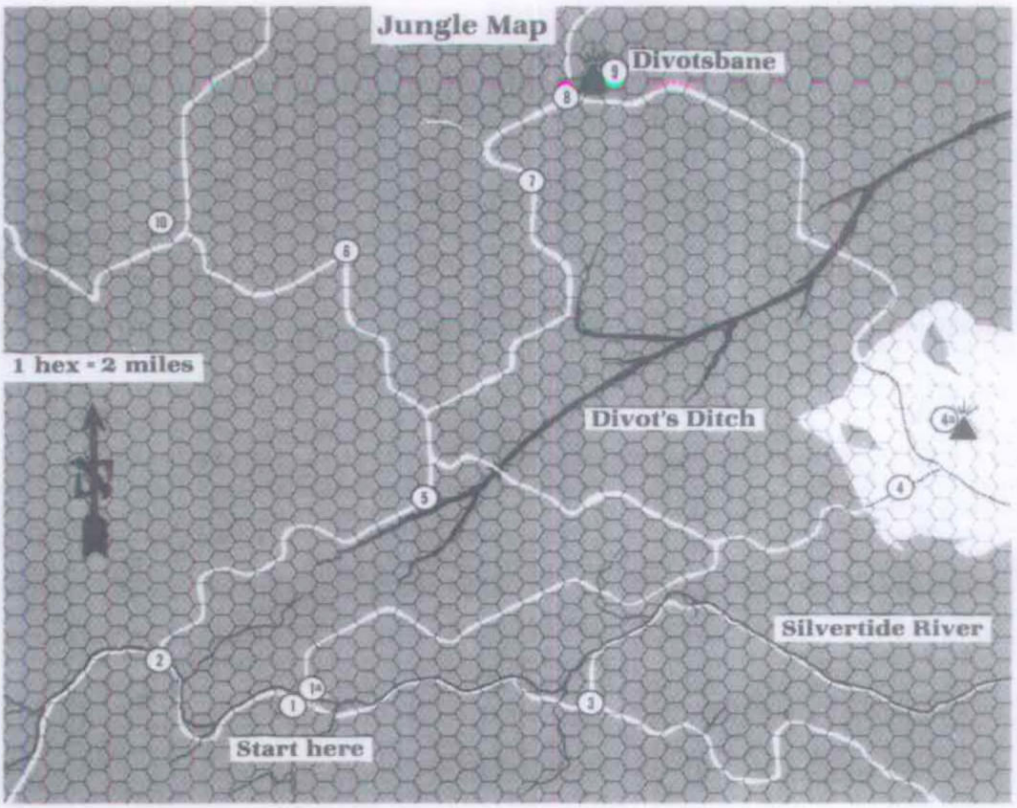
Darquiri the Witchking, eighth of nine,
Slew Ishcabehle, died the same time.
Kolm the Quick, first of the four,
Fought without weapons, died at the door.

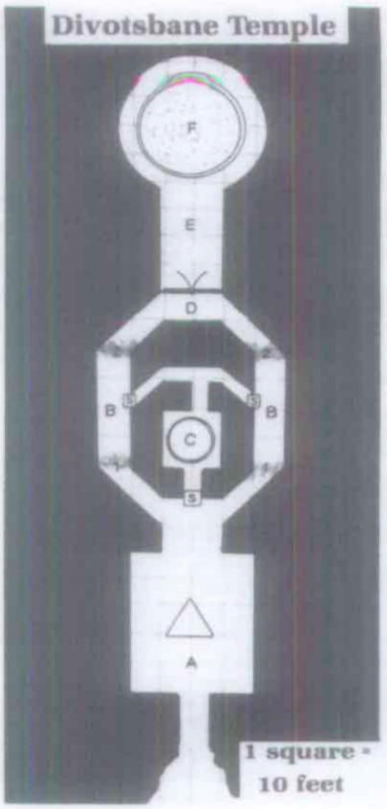
Cemor the Valiant, kept up the bard's quest,
Tried as he might, but finished second best.
Dwarven Blaine Shortshanks for Cemor went on,
Third quester and king was merely Time's pawn.

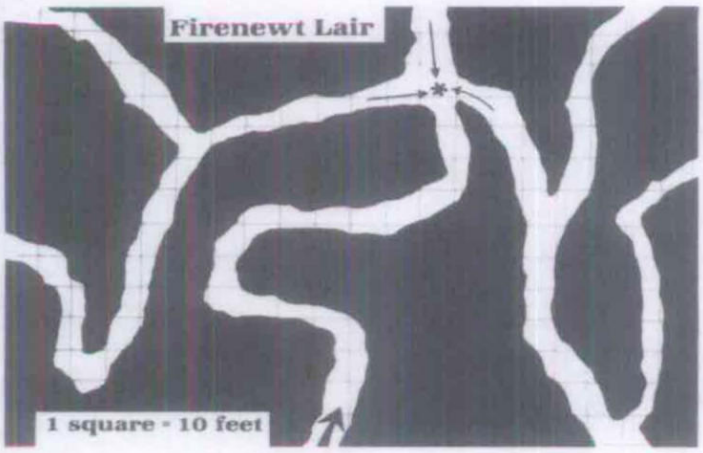
Alendus the Second, rogue liar and cheat,
The kingdom he destroyed lies at our feet.
Two hundred years have passed us hence,
And foolish rhymes sometimes make sense.

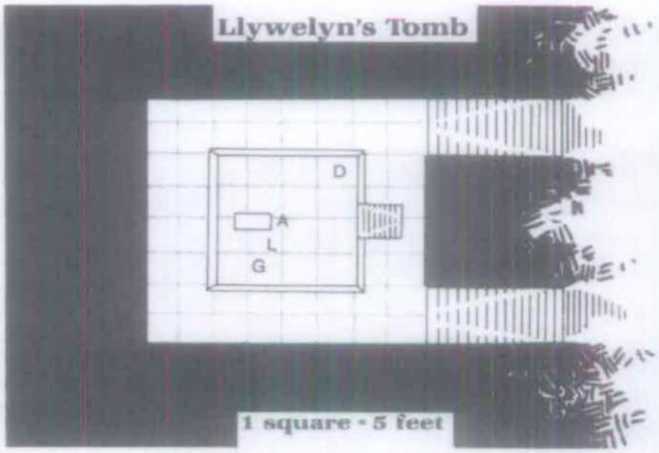
That is the lineage of Pellham's kings,
Fools, knaves and charlatans, blackguards and thieves.
But the price of the telling's an awful demand.
Hark to the wage the fiddler commands!

For now it is finished, my song is complete,
Your binding has ended, but you must be fleet,
For the third time you hear the name of me,
The third time is when they will come for thee.









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Special thanks to: Dave Griggs, Dan Lawrence, Jim Ronco, Tom Sievers, and Rex Zinn

Llywelyn's soliloquy is a poem entitled "Invictus," written by William Earnest Henley (1849-1903).

RPGA™ Network Item Design contest results

by Frank Mentzer

We received almost a hundred items for the contest. Nearly all were allowed; only two were disqualified for contest rules violations. Most of the entries were for fantasy (the D&D® or AD&D® games), but several were for the STAR FRONTIERS®, GAMMA WORLD®, or TOP SECRET® games. The judges for the contest were Frank Mentzer, Penny Petticord, Jon Pickens, and James M. Ward.

As noted in the contest announcement, entries were judged first and foremost on originality, usefulness, and adherence to game rules.

After arriving at the best three, the judges' "general opinion" ratings were double-checked with a point-scoring system. Each judge gave scores of 1, 2, or 3 for each of the primary categories. Those results were triple-checked by "weighing" the categories, as follows.

Usefulness was first. Players and game masters alike prefer useful items to any others, all else being equal.

Originality was second. A gadget for weighing treants may be very original, but might be used one game in a thousand.

Adherence to rules was third. Variations of rules are commonplace; we all change the games a bit to fit individual taste. If a detail violated existing game rules, it was a severe drawback; but new additions and further developments of existing rules were permitted, if consistent with the letter *and* spirit of the game system.

The Grand Prize winner, receiving a Lifetime RPGA™ Network membership, is Steve Berman of Cherry Hill, New Jersey. His item is the "Talisman of the Beast" for the AD&D game.

The First Runner-Up, receiving a 10-year membership extension, is Pierre Savoie of Kingston, Ontario. His item is "The Taser Rifle" for the STAR FRONTIERS game.

The Second Runner-Up, receiving a 5-year membership extension, is J. Michael Shield of Kennewick, Washington. His item is the "Cordial of the Dryad" for the AD&D game.

Three entrants receive Third Runner-Up prizes, each receiving a 1-year membership extension. Those winners are:

Kevin C. Hibbard of Donnelly, Idaho, for "Loriell's Gown" (for the D&D and AD&D game);

Dave Smith of Butte, Michigan, for "The Skeleton Key" (for the D&D and AD&D game); and

Richard Weissler of Newport News, Virginia, for the "Cloak of Flame" (for the AD&D game).

The judges also wish to add two Honorable Mention prizes to the list! The following entries were noteworthy, but didn't quite qualify for top prizes:

Blyden B. Potts of Morrisonville, New York, for "The Quiver of Wonders" (for the D&D and AD&D games). This item included seventeen different arrows, some with delightful effects.

Shawn Long of Hurdle Mills, North Carolina, for the "Rod of Leverage" (for the D&D game). This ingeniously simple but extremely useful item uses charges, and enables the user to move or throw heavy items.

These "special winners" will receive letters of Honorable Mention signed by the judges.

Many thanks to all who entered. Some members were very enthusiastic, sending in several entries — such as the imaginative Douglas A. Peters, of Spotsylvania, Virginia; the artistic Thomas Gryn, of Telford, Pennsylvania (whose drawings were most enjoyable); and the prolific Mark Foley, of St. Louis, Missouri. Keep up the good work!

Winning entries

Note: These items have been revised and rewritten so that they may be more easily used in everyone's games.

Grand Prize: **Talisman of the Beast (for the AD&D game)**
Rating: **Usefulness #1; Originality #3; Rules Adherence #1.**

This is a talisman crafted in silver, bearing an exact likeness to a forest creature. It hangs on a silver chain styled as leaves, with a rune inscription on the back.

The runes are the command words for the item, scribed in Druidic runes. One command is given for the Common tongue, and the other for the speech of an animal. When the item is worn, the bearer need only speak the proper (common) command to *Shape Change* (in 1 segment) into the animal whose likeness is on the talisman. The ability to *Speak with Animals* of the same species (at will) is also bestowed while in animal form. There is no limit to the duration; and the wearer need only speak the proper (animal language) command word to return to normal form.

The talisman will function normally seven times per week. If used an eighth time, the talisman traps the wearer in the animal shape. This effect is permanent until *Dispelled* by the Great Druid, or by a *Wish*, as the talisman was created by the first of the Great Druids. In addition, the talisman is not detectable as magical except by a druid's *Detect Magic* spell, a *True Seeing* spell, or a *Wish*.

Only eight talismans of the beast exist, each a unique item. Each bears the likeness of a different forest creature.

First Runner-Up: **The Taser Rifle (for the STAR FRONTIERS game)**
Rating: **Usefulness #2; Originality #2; Rules Adherence #2.**

SKILL BONUS USED: *Projectile*
DAMAGE: *Stun (needle damage is negligible)*
AVOIDANCE ROLL: *Current STA or less (no effect)*
AMMO: *20 SEU clip (or powerpack connection)*
SEU USE: *2 per hit*
RATE: *1 shot per turn*
DEFENSE: *Anti-Shock implant (suits and screens are ineffective)*
RANGES: *PB (0-2), Short (3-5), Medium (6-10), Long (11-20), no Extreme (20m natural limit)*
MASS: *5 kg*
COST: *900 Cr (new disk-and-wire assemblies 50 Cr each)*

Continued on page 30.

If adventure has a game . . . er, name, it must be *INDIANA JONES!*

by Tim Kilpin

You cheered when *Indy* escaped the savage natives! You hissed and threw popcorn when the evil Nazi tried to sizzle information out of *Marion*! You gasped when *Mola Ram* withdrew a beating heart from a human sacrifice!

And all you were doing was watching.

Well, load up on the popcorn and get your bullwhip ready, because we're all through with that sittin'-on-the-sidelines stuff! *THE ADVENTURES OF INDIANA JONES™ Role-Playing Game* is in the stores, and all you've got to do is . . .

. . . Snakes slithered beneath your feet as the light from your torch danced eerily upon the walls. The corridor seemed endless! It twisted past scores of hideous, laughing faces and strange, colorful icons, leading, you knew, to your treasure: THE ADVENTURES OF INDIANA JONES™ Game! But that was only half the battle here. Could you make it past the dangerous traps set out by the fiendish checkout girl?

"What we wanted to do was create a system that let you do anything you saw in the *Indiana Jones* films," *Indy* game designer David Cook explains. "It's set up to be fast and exciting, without a lot of extraneous rules."

Fast? How could you ever be fast enough? The journey to this Temple of Toys was exhausting enough, and now there was the perilous trek home. At least you had the game in your hands.

"This is a very visual game," says Ivor Janci, graphic designer. "We've got 3-D figures — walls, doors, characters — all in full color. There's also an Evidence File, which is made up of character sheets, maps, and forms that the Referee can use to give clues to his players."

Beads of sweat formed on your brow as you slowly peeled away the shrinkwrap. Your hands shook as you lifted the box top. Egad! A 64-page rules booklet, an 8-page Evidence File, and an 11″ × 17″ world map, with a Combat Grid you could use for setting up rooms and dungeons. And four panels of 3-D figures — you'd hit the jackpot! But wait! You tensed as you lifted the booklets from the box, the realization slowly dawning on you — they'd even included a Referee's Screen, which featured full-color Adventure Backdrops you could use to complete your 3-D settings.

You drew a long breath and closed your eyes. What a find this was!

The game system

"It's a very easy system to get sort of carried away with," says Doug Niles, designer of the *Raiders of the Lost Ark* Adventure Pack. "The characters are very clearly defined and easy to use."

The *Indy* game system is based on six character Attributes. Nearly everything else in the system builds on these Attributes. They are: Strength, Movement, Prowess, Backbone, Instinct, and Appeal. Each Attribute also has a Rating, which is a number from 1 to 100 (the higher the better). For example, *Indiana Jones* has a Strength Rating of 68, which is pretty good (he can hang onto wildly careening Mercedes trucks when necessary!). His Prowess Rating is 76, which means the guy can take care of himself just fine, thank you.

In most cases, Attributes balance out pretty well. For example, *Sallah*, who has a Movement Rating of 52, is no speedster, but don't get him angry. He has a Strength Rating of 88.

Anytime you want your character to perform some kind of action in the game, you make a Check for your character, using one of the Attributes.

A deep chasm lies between *Indy* and

the temple exit. Can he leap across? You make a Movement Check to find out. *Indy* has a Movement Rating of 80. You roll two 10-sided dice for the leap. You roll a 43. *Indy* made it!

See how easy this is? You come up

against some greasy slob wielding a monkeywrench, you toss a couple of dice, and end of song.

Well, not quite. *Indy* and his companions are a tough lot, but the odds can stack up against them sometimes. That's why we have something called "Attribute modifiers." (Yep, you knew there had to be a catch.) Attribute modifiers reflect the circumstances under which you make an Attribute Check for your character. That's a rules-ese way of saying, "Don't expect to perform like some superhuman when your legs and arms are all shot up."

Wounds are only one factor affecting how well your character performs an action. How much your character knows about the situation he suddenly finds himself in also affects his Checks.

The nice thing about all this is that we made modifying Attributes easy. Any situation will double, cut to 1/2, or cut to 1/4 your character's Attribute Ratings. A goon sneaks up behind *Indy*, intent on clubbing our archaeologist on the cranium. You make an Instinct Check for *Indy* to see if he notices the goon. But wait a minute. We didn't tell you that *Indy* was blindfolded. His Instinct Rating is cut to 1/4 of its original number. Nasty business.

Here's a quick description of each of the Attributes:

Strength: This Attribute reflects how much muscle power a character has.

Movement: This Attribute reflects how far a character can move in 1 game turn, how far he can jump or leap, and how fast he can swim. For example, you would make a Movement Check when your character tries for that all-important extra burst of speed, when he is being chased, or when he wants to act first in a fight. You also make Movement Checks when your character tries to do something acrobatic, or when he drives a vehicle.

Prowess: This Attribute reflects a character's coordination in a fight. A character uses this Attribute whenever he tries to shoot or beat up someone.

Backbone: This Attribute reflects a character's determination and guts. A character uses this Attribute whenever he encounters something that tests his willpower — torture, drugs, or some terrifying sight.

Instinct: This Attribute reflects a character's ability to notice things and to know in his gut that something isn't right. You make an Instinct Check for your character when he is about to enter a trap, when someone is about to catch him off-guard, or when he notices some detail that he would otherwise ignore. How much a character's instincts tell him depends on the dice roll (the lower, the better).

Appeal: This Attribute reflects a character's personality. The higher the Appeal Rating, the more likeable your character can be. You make an Appeal Check for your character to see how other non-player characters react to him.

Role-playing movies

So how did we make a role-playing game out of a movie? How does a bunch of friends get together to play an adventure that involves one main character and a lot of supporting players? Well, for one thing, *Indiana Jones* isn't the only character you can play. You can play *Sallah*, *Indy's* trusted Arab friend. You can also play *Short Round*, the Chinese orphan with the mean kick. There's also *Indy's* friends, *Wu Han* and *Jock Lindsey*, two of the guys who do a good job of hauling *Indy's* keister out of the fire every once in a while. Finally, you can also choose to play either *Marion Ravenwood* or *Willie Scott*, thereby guaranteeing that no game will be dull!

Don't expect that *Indy* is going to be the only one seeing any action, either. The designers of the first two *Indiana Jones* adventure packs have made sure that the thrills (and dangers) were spread around fairly. Just because you decide to play *Sallah* doesn't mean that you can sit back and watch while *Indy* tries to lug the *Ark of the Covenant* around or scoff while he dances madly around thousands of snakes. *Sallah* will probably be knee-deep in reptiles, too!

"We made a very conscious effort to stay fairly close to the storylines of the films when we worked on the adventure packs," Niles says. "There are plenty of places where one decision can change it all around, though. Not everything will work out like in the movies."

"We've designed the rules so that just about any event that could occur in the *Raiders* or *Temple of Doom* adventure is covered. There won't be a lot of guessing and making things up," Cook explains. "What we do allow you to make up are the *further* adventures — what happens to *Indy* after he's found the *Ark*? Where does he go next? The game comes with a world map and an entire section that explains to the referee how to create and run his own adventures."

Trust Me

It's all here. Frightening fistfights, shocking shootouts, and chilling chases (pardon my alliteration). The world of *Indiana Jones* is a dangerous and exciting one, so climb aboard the mining car and hang on!

"This is one fast system," Cook says. "None of the long nights of cobweb slapping or yawning negotiations here. When we started working on this game, we figured out what we wanted to do, and boiled it all down to one word: WAHOO!"

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Cryptic Alliance of the Bi-month

The Created

by James M. Ward

Geographic location

The primary base of operations for the Created organization is a series of underwater dome-labs off what used to be the shores of southern Florida. The main dome is just a few miles from the sunken city of Miami.

The largest dome, however, rests in a huge underwater valley, and is connected by tubeway to seven other smaller domes within two miles of the parent structure. Although this is the largest and most technologically developed area of the Created, it should be noted that there are seven other centers spread around the world; each has the knowledge of and is on a comparable level of sophistication with the primary base, but they do not have the resources of the primary base.

The organization of the Created is very different from the other Cryptic Alliances and should be treated as such by all GMs.

Inhabitants

The population of the main base consists of 30 Thinker androids, 500 Worker androids, 100 Warrior androids, one Think Tank, one Cybernetic Installation, five Supervisory Borgs, and 1,000 assorted robots of various types. These numbers will vary slightly as the need for more androids or robots increases. There are never less than this number on the main base at any one time. One hundred and seven years ago it was necessary to produce an army of 9,000 Warrior androids to fight off an incursion of the Krell, an amphibious life form destroyed at that time, but nothing major has happened since to disturb its ecology.

History

The Miami Domes, as they were called before the wars, were designed to harvest the bounty of the sea in all its forms. Two of the domes were designed to extract minerals from the water. Another dome was designed to take oil from a huge underground reservoir while another processed it. Two of the domes farmed

the sea life in the area. One dome was a medical facility that produced drugs and radioactive isotopes needed for hospitals all over the world. The last and largest dome was a pleasure resort. The wars indirectly ended all human life in the domes, as plagues swept the land.

When the wars destroyed most of the civilized world, they also created great disturbances on the floors of the oceans as well. New volcanoes erupted on the ocean floor and old ones became active again. All of the numerous underwater installations were wiped out except for the Miami complex. The sinking of the lower portion of Florida took all of the wars' destructive forces away from the Miami underwater complex, and it was left relatively untouched by the destruction.

Because the entire solar system was in chaos during and after the wars, pleas for information about the installation's Think Tank were largely ignored. As a result, the complex's Think Tank shut down most of its operations and went into maintenance mode, awaiting further orders from *someone*.

That someone was created from the Think Tank's own android creation vats. The medical lab continued to create the drugs and isotopes as designed in its programming. According to the system's original programming, the production of these materials was a high priority, and the Think Tank couldn't shut down the production of these items. Unfortunately, the facilities of the smaller domes were not equipped to handle large amounts of stockpiled radioactives, and a leak of dangerous proportions developed there. The leak reached the area of the android creation vats, and consequently androids were created with deformed parts. It was a simple matter to put the deformed ones back into the vats as damaged units, but the computer did not detect one particular android which only had its Intelligence Capacitors mutated. Thus the V.A.D.E.R. unit was created. This Thinker android would influence the course of the world for centuries to come.

The V.A.D.E.R. unit was the most efficent unit ever produced — but it was also quite insane. It was able to quickly get into the programming banks of all the domes and give instructions to the Think Tank and the rest of the complexes. New programs were established, and from then on the androids were their own masters.

Leader of the Created

V.A.D.E.R. X

NUMBER: 1 ARMOR: 1
HIT DICE: 50d6 HIT POINTS: 250
CONTROL: None SENSORS: A,B,C,D,E,F
POWER: B,C,D SPEED PODS: 160/6800/120
MS: 17 IN: 21 DX: 20 PS: 25

DESCRIPTION: The V.A.D.E.R. X unit is an experiment on the part of the Created organization. It is an attempt to create the perfect mix of robot and android. Although it has all of the senses and thinking capacity of all android types, it has incorporated into its robotic body units that allow it to perfectly manipulate robots and robotic installations. It has been given the complete control of all the Created operations in the world, and for the last fifty years has increased the power of the Created's forces geometrically. Its weapons systems are new designs, and include: a ray field that shoots a field of black rays in a five-meter radius around the body of the unit; two Mark IX blaster jets that do triple the damage of the old Mark VII; and a Vibro Stun Field that has an effective area of nine cubic meters and a range of thirty meters.

All of this equipment is packed into a 3 x 2 meter cylinder which is featureless when the unit is linked with its Think Tank. V.A.D.E.R. X's primary function is the coordination of all the efforts of the Created organization. It is a job the machine does quite well.

Defenses of the domes

Ten nuclear subs patrol this area and instantly attack any life form large enough to hurt a dome. Unfortunately for the androids, these creatures appear all too often. The sea now teams with new life forms, and all of them are hungry.

A secondary line of defense consists of an energy field that will completely blanket the area of the domes and electrocute all life forms in the area. This takes 98% of the power output of all the domes, and has only been used nine times in the existence of the domes.

The final line of defense consists of 100 specially designed Aquatic androids that are equipped with special underwater combat gear. These units have only been used once, during the Krell incrusions.

Base interior structures

The original designers of the complexes would not recognize their work today. The main dome is completely turned over to android and computer facilities. Three of the domes produce androids for various parts of the world. Two of the domes still collect minerals, but they also produce vehicles and materials needed by android bases worldwide. The last dome is devoted to biological manipulation experiments, the Created's attempts to mold life into their vision of perfection.

Concepts and policies

The first V.A.D.E.R. established the primary programming for all androids and robots of the Created. All units are responsible for the growth and propagation of machine intelligence. Although units may work with creatures with biological intelligence to further this end, it is necessary in the final analysis to destroy this type of life so that true intelligence (android) can dominate the universe. The ultimate enemy in this rightful quest for supremacy is all pure strain humans with any type of technological level. Although it is not necessary to kill such creatures instantly, their destruction must be planned the instant they are encountered.

Materials common to outside bases

All Created bases have standardized equipment, or they are not considered bases of the Created. There are several functioning android creation centers that produce normal androids; these centers are scheduled for conversion at the earliest opportunity. All bases have several vehicles, a computer complex that is directly tied to all other android bases, several types of robots for the construction and further development of the base, and several different types of weapon systems. Android bases are always hidden and usually have some means of creating more androids. They are controlled by several Thinker androids who are usually guarded by at least a Security robot.

All bases are geared towards technological reclamation of Ancient cities.

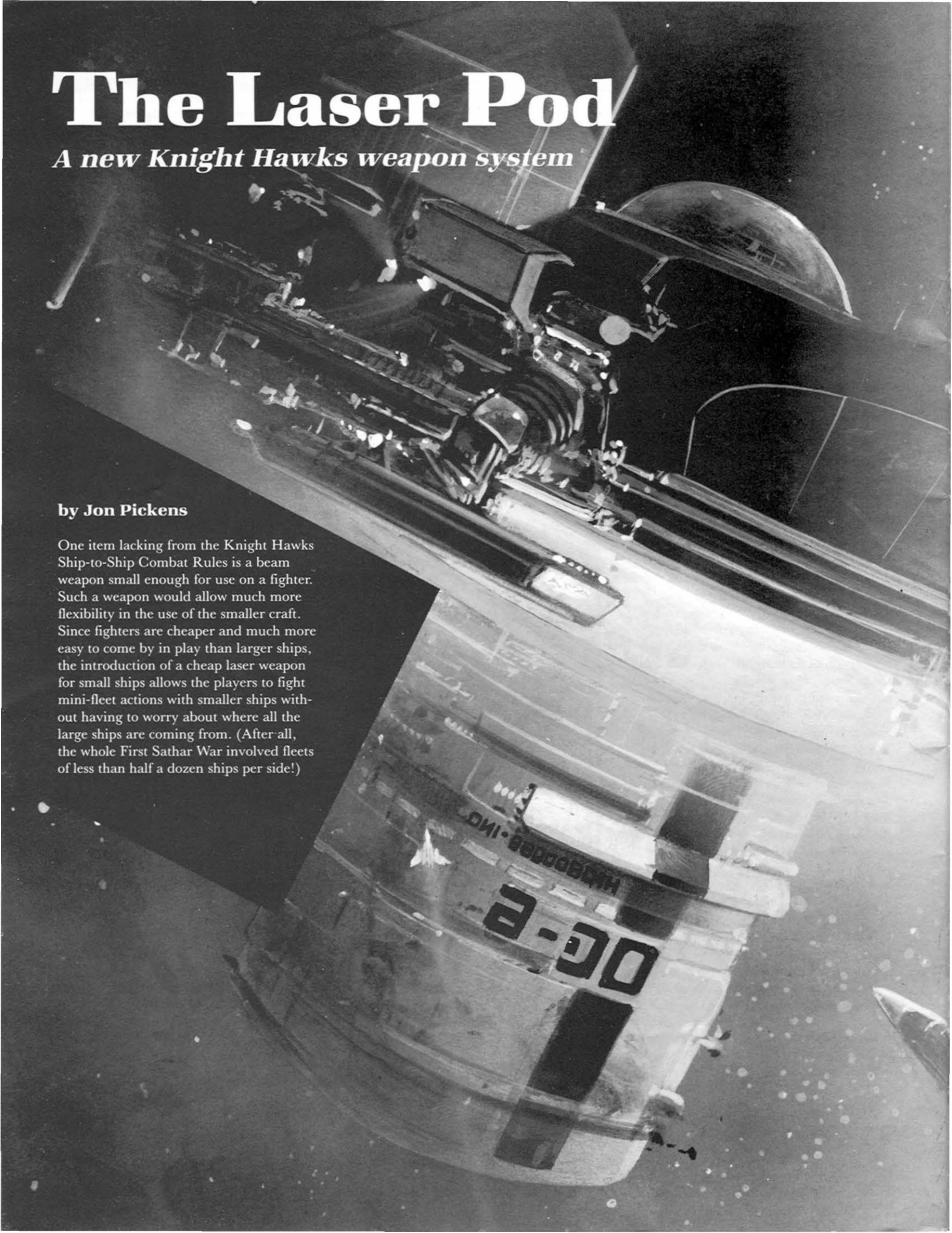
Legends

The Created do not have legends as such. There are several concepts that run through all of their programs, however. There is a belief that through constant effort any unit can become the Ultimate Unit. This ultimate unit is supposedly capable of accomplishing any task, and will lead the Created to the stars.

There is another belief that somewhere out in space is a gigantic complex inhabited totally by superior androids and robots. Legend says that this complex is looking for the Earth and wants only to help the Created there. This belief has caused the androids to put a lot of time and effort into reclaiming the space-age technology of the Ancients.

The Laser Pod

A new Knight Hawks weapon system



by Jon Pickens

One item lacking from the Knight Hawks Ship-to-Ship Combat Rules is a beam weapon small enough for use on a fighter. Such a weapon would allow much more flexibility in the use of the smaller craft. Since fighters are cheaper and much more easy to come by in play than larger ships, the introduction of a cheap laser weapon for small ships allows the players to fight mini-fleet actions with smaller ships without having to worry about where all the large ships are coming from. (After all, the whole First Sathar War involved fleets of less than half a dozen ships per side!)

The general statistics of the laser pod are:

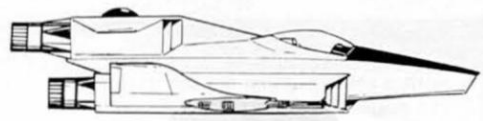
Description:
Cluster of 2-4 lasers of limited range and power. Usually employed as a fixed forward-firing weapon mounted on a fighter to replace the assault rocket battery.

MHS: 1
Availability: 1 (I, II)
Cost: 8000
Program Level: 1
Function Points: 3
Type: FF, RD
Refl. Hull: 50%
Masking Screen: 10%*
Range: 5
Damage: d10

Tactically, laser-armed fighters give up the punch of assault rockets for the long-lasting firepower needed for extended actions. Defensively, laser-armed fighters are best used to screen against enemy fighters carrying assault rockets; hopefully, the enemy will expend his Sunday punch against the less valuable defensive fighters, and every assault rocket fighter destroyed could well save a major ship. In the attack, lazer-armed fighters should be committed against major enemy ships that have been crippled in previous actions, or used to harass and harry enemy fighters. They are less useful against more powerful enemy ships — attacks can be pressed home successfully, but expect to take heavy losses when doing so.

Small, cheap fighters that do not need to rearm after every third shot are ideal for close-in system or station defense, almost enough to make the high losses they sustain in combat worthwhile. They make excellent short distance raiders and blockade patrols if properly supported by a mother ship. They would probably be encountered most often as patrol ships in systems too poor to support a permanent local squadron.

If you are a referee in an action involving fighters, try to discourage player characters from flying fighters. Fighter combat is extremely lethal, and combat with laser-armed fighters is doubly so. Remember that in many fighters the entire pilot compartment doubles as an escape pod. Player characters should be given a generous chance to escape if their luck goes bad. (I favor 90%, -1% per hull point under 0 hull points for player character survival. If players are to be penalized it should be because of sloppy play rather than bad luck.)



Finally, some thought should be given to the introduction of the laser pod into the campaign. Such marvels do not appear overnight, nor should something of this nature simply pop into play without some effort on the part of the referee. The game becomes much more interesting if the players are actually involved in the introduction of the laser pod into the STAR FRONTIERS™ game universe. Some possible scenarios:

1. INDUSTRIAL ESPIONAGE. Pan Galactic has just perfected the first working module of the laser pod and has installed it in an experimental ship (large enough to accomodate the party). The ship is stolen by a rival firm (like Streel Corporation), and the characters are hired to get it back.

2. TEST RUN. The player characters are chosen to test the new pod. The belt pirates find out and arrange a highjacking. This could end in a traditional marooning if the characters blow it.

3. ALIEN ARTIFACT. The characters explore an alien hulk and find the technology to construct the laser pod (this works well if you have a high tech expert in the group). The characters develop the first working model themselves.

4. ALIEN CONTACT. The characters will contact an alien race that has the ability to construct the first pod. This is best staged under time pressure of an imminent enemy attack. An upcoming Knight Hawks module will feature a suitable race.

5. WAR SPOILS. The Sathar have perfected the pod first. After several encounters with the new Sathar fighters, the player characters are given the mission to capture one of these new machines — if successful, the UPF can also develop the pod laser.

Remember that how you add new material to your campaign can be as much fun as what you put into it.

This rifle has four disks mounted near the front, each connected to a 20m coil of insulated wire. Each disk is 10 cm in diameter, with a short barbed needle in the center, a steel plate around it (3 cm diameter), and velcro (fasteners) on the remainder of the surface.

The user may fire one disk per turn. On a successful hit, the disk attaches to the target and a surge of electricity is delivered through the wire. The victim is stunned for the first turn (during the power surge) and remains helpless for d100 turns. A successful stamina check means that the victim has resisted the stun.

After the initial turn of power surge, the disk can be removed and reeled back to the rifle in one turn. As there are four disks, immediate recovery may not be needed. In addition, each reel may be set to recover automatically while the user continues to use others. Note that the wire may snag on obstructions in some terrain or may not be easily removed from certain creatures. The wire has high tensile strength but is easily cut, enabling the user to flee if necessary without losing the gun itself.

Second Runner-Up: Cordial of the Dryad (for the AD&D game)

***Rating:* Usefulness #3; Originality #1; Rules Adherence #3.**

This is a clear liquid with emerald or amber tint, a rich, sweet taste, and a distinctive scent (as that of a forest after a summer rain). It is made of the distilled essence of a dryad's tree. This process is known only to certain druids. When consumed by a dryad, the cordial enables the creature to survive comfortably for 24 hours while away from her tree at distances greater than the usual 36″ limit (almost always to accompany and serve a druid). Special note: potion miscibility does not apply to this item.

If consumed by any other creature, the cordial's effects are based on the user's sex, as follows.

Female: No effect occurs for three rounds. In the fourth round, the user falls asleep. This "beauty sleep" lasts for 2-5 hours, during which all imperfections, blemishes, etc. disappear. The character gains one point of Charisma and becomes magically attractive to males of the same race (only), sometimes to the point of causing arguments among them. (Optional: Also gain four points of Comeliness.) With practice, the user can control this as a limited *Charm Person* effect (+2 bonus to victim's saving throw; note that the effect still applies only to males of the same race). The potion's effects last for 1-4 weeks, after which all ability scores return to normal except for the permanent gain of the point of Charisma. (Optional: plus two points of Comeliness).

Male: No effect occurs for three rounds. In the fourth round, the user becomes weak and light-headed, and falls asleep. This "transition sleep" lasts for 3-12 hours, during which the victim becomes a female and loses two points of strength. No special powers are gained. The change lasts for 2-5 weeks, after which the character returns to normal in all respects except for the permanent loss of one point of strength.

Multiple use: The second cordial consumed by any one person has double the given duration; the third has double that duration, and so forth. Additional effects are as follows:

Female: The user may actually become a dryad: 10% chance for the second cordial, 25% for the third, 50% for the fourth, and 100% for the fifth. If this change occurs, she is immediately bound to the nearest suitable tree.

Male: The effects may be permanent and unremovable: 20% chance for the second cordial, 50% for the third, and 100% for the fourth.

Third Runner-Up: Loriell's Gown (for the D&D and AD&D games)

This item is a simple blue-and-white peasant dress. It acts as a *Cloak of Protection +2* for any wearer. If the user is a female humanoid, the dress shrinks or enlarges to a perfect fit. A *Detect Invisibility* or similar magical detection can find the seven command words sewn into the hem in gold thread. Each command causes the dress to change to a different form, as given below.

Each command word may be used once per day. Each change produces fresh and immaculate clothing with matching footgear. The command only has effect when spoken by the wearer of the gown. If removed, the gown changes to its original form. (The removal or loss of footgear has no effect; the outfit will always be complete with each change.) The command words and forms are as follows.

Li: Original form (blue-and-white peasant dress) and matching shoes.

Ki: Full-length dark green gown of layered silk, with a high neckline and matching sandals.

Se: Full-length white dress with open gossamer sleeves, oval neckline, and white sandals.

De: Short black suede tunic with black breeches, soft black boots, and a long black cape.

Qi: Close-fitting, full-length, red silk dress, with bell sleeves, V-neckline, and matching sandals.

Ve: Long soft gray dress with open sleeves, "peasant" neckline, and soft grey suede boots.

Ti: Full-length blue silk dress with square neckline, long square sleeves, and matching sandals.

Third Runner-Up: Skeleton Key (for the D&D and AD&D games)

This is an ordinary but large normal key, with a faint magical aura. When touched to any lock, it may (50%) open it. (Note that this may trigger unremoved traps.) If it does not function, it cannot affect that lock. The key may also be used to negate a *Wizard Lock* or *Hold Portal* spell effect (50% chance of success) if a command word is spoken while the user touches the locked portal.

An unusual side effect may also occur. With each touch, the key may create a skeleton on the opposite side of the portal affected. The chance of this occurrence is 3%, cumulative with each use; thus, the DM and player should keep track of the number of times the key has been used. The skeleton thus created cannot be Turned by a cleric; it is a magical construct, not a true skeleton. In addition, the skeleton will be that of the race most commonly found within 120′ of the key at the time of use; for example, in a bugbear lair, a bugbear skeleton will appear. (See *DMG* pg. 41 for guidelines on monster skeletons, and *MM2* pg. 109 for animal types.)

When first found, the key has a 0% chance of creating a skeleton. If sold, the item retains its current percentage. When the chance reaches 99%, the next use causes the key to *Teleport* to a random location.

Third Runner-Up: Cloak of Flame (for the AD&D game)

This item is a red or orange cloak. It functions as a *Cloak +1* for any wearer. When worn by a magic-user or illusionist, it conveys a sense of warmth, and functions as a *Ring of Warmth*. Upon command, the cloak can create a *Fire Shield* spell effect with hot flames (*Protection from Cold* only), but this cancels the warmth. The duration of the fire shield is 1-4 turns. If the wearer casts any fire-based spell (*Fireball, Wall of Fire*, etc.), the cloak may be used to add one point per die of damage done. However, this causes the cloak to become non-magical for 1-4 turns thereafter.

While magical, this item inflicts 1-4 points of heat damage to any cold-based creature striking the wearer (such as an ice para-elemental). Unfortunately, it also gives a +2 bonus on the "to hit" rolls of fire-based creatures (such as salamanders) attacking the wearer.

The cloak of flame radiates magical heat at all times, except while the item is non-magical. This powerful effect cannot be negated or modified, and can always be seen by infravision, even if the cloak and/or the wearer is invisible. Its heat interferes with infravision used nearby; creatures within 15′ must use normal or magical vision, as infravision will reveal only a reddish cloud of heat.

DISPEL CONFUSION

DUNGEONS & DRAGONS®
Fantasy Adventure Game

DQ: How many points of damage does a flaming arrow do?
DA: A flaming arrow does normal arrow damage plus 1-3 points for the flame. The DM decides if there is any chance of flammable materials catching fire.
DQ: Could you tie a flask of oil or holy water to an arrow?
DA: No, an arrow is very light, so a flask of liquid tied to the tip would bring the arrow down almost immediately.
DQ: Could a great cat be tamed and trained to fight when very young?
Possibly, but that is up to the DM. Since characters are professional adventurers, they are not really qualified to train wild animals themselves, so expect to have to hire an NPC animal trainer as well as purchase food and housing for the animal while it is young. The DM should decide the animal's morale and loyalty based on its treatment and quality of training as well as its general temperament.
DQ: Can an elf be paralyzed by a carrion crawler or a gelatinous cube? What damage would such creatures do to an elf?
DA: Elves are only immune to ghoul paralysis (and likewise that of directly related creatures such as thouls). They are as vulnerable to paralysis from other sources as any other character (saving throw applies). Treat attacks on elves from carrion crawlers and gelatinous cubes normally in all respects.
DQ: Can a character make traps to capture food?
DA: Yes, characters may attempt to "live off the land" when traveling through the wilderness. See the section on foraging in the revised Expert Set for further details. The DM should use these rules to add color to the game, but avoid slowing down play too much.
DQ: The sprite description in the Revised Basic Set is missing the AC rating. What is it?
DA: The sprite's AC should be 5.
DQ: What is the XP value for normal and giant rats?
DA: XP value for a normal rat is 2; XP for a giant rate is 5.

Advanced Dungeons & Dragons®
Fantasy Adventure Game

ADQ: How much damage does scraping off green slime do to the victim? What about cutting it out or burning it off?
ADA: Scraping off green slime does no damage to the victim. Cutting it out does damage as per the weapon used; and burning it off does normal fire damage.
ADQ: How long does it take to climb in and out of armor, leaving it in a wearable condition afterwards? How long does it take to shed armor in an emergency?
ADA: It takes 2 rounds to get out of leather armor, 3-4 rounds to get out of scale, 5 rounds for chain, and 10 rounds for plate when the proper care is taken. In an emergency (i.e. when you don't care if the armor is usable afterwards), a character can shed armor in half the normal time.
ADQ: Do PCs and NPCs who become vampires retain their previous character classes? If so, how do you calculate the vampire's hit points? Does the creature keep the hit dice and hit points it had in life, or must you use 8+3 hit dice for all vampires as listed in the *Monster Manual*? At what level would it cast spells?
ADA: The DM should decide whether a vampire will retain the character class and abilities it had in life. If it does, it will keep its previous hit dice and hit points, though it will no longer be able to gain experience as such. Spells are cast at the character's previous caster level.
ADQ: How long do you have to read a *Protection from Demons* scroll to be protected from succubi and semi-demons?
ADA: A character must read the scroll for 1 full round to be protected from succubi, but only 3 segments to be protected from semi-demons.
ADQ: Can a fighter/magic-user who casts a *Tenser's Transformation* spell use weapons other than a dagger?
ADA: No, the spell restricts the caster to use of the dagger only, no matter what other weapons the character could normally employ. Note that a multi-classed fighter/magic-user would have to be using a scroll to employ this spell, since a character must be at least a 12th level caster to use it and elves are limited to 11th level as magic-users. A human dual-classed character of the proper level could acquire the spell normally, though.
ADQ: Will a jann be affected by all five types of *Protection from Elemental* scrolls?
ADA: Yes. Since jann are formed out of all four of the elements, they can be affected by any of these scrolls.
ADQ: Will a *Ring of Protection* add to armor value if you also have a magical shield?
ADA: No. Magic shields come under the heading of magic armor for the purposes of determining the Ring's effects.
ADQ: If a *Staff of the Magi* overloads due to absorption of too much energy, does the magic-user still have a 50% chance of plane traveling?
ADA: Yes. The explosion of an overloaded staff duplicates the effects of a retributive strike, including the chance of plane traveling.
ADQ: If a *Bag of Holding* is pierced from the outside, will anything happen to the items within?
ADA: They will vanish into nilspace, just as if the bag had been pierced from the inside.
ADQ: If you are trying to force a creature with magic resistance into an *Iron Flask*, what level of magic should you assume for the *Flask*?
ADA: Treat the *Flask* as magic from an 11th level caster. No adjustment to the creature's stated MR is needed. Note that the creature is still entitled to a saving throw vs. Spells if it fails the MR check.
ADQ: How long does a character with psionics have to wait to be able to use the minor devotion "cell adjustment" again after doing the maximum possible healing according to class and level?
ADA: No further healing can be done until the psionic character is fully rested (i.e. all psionic strength points recovered).
ADQ: Can a single character be affected by multiple *Haste* spells?
ADA: No, only one *Haste* spell at a time will work. Additional *Haste* spells cast on a creature already Hasted will have no effect.
ADQ: Do normal familiars detect as magic? Can they be *Dispelled*?
ADA: No. Even though a spell was used to find the familiar, it is not considered magical itself. Normal familiars do not detect as magic, nor can a *Detect Magic* send one away.
ADQ: Can clerics turn undead in the lower planes?
ADA: Yes, but they cannot destroy them. The DM may apply penalties to the turn if desired. Note that no "special" can be turned or destroyed "at home."
ADQ: On page 32 of the *Players Handbook* (multi-classed character descriptions), it says that cleric combinations (with fighter types) may use edged weapons. What about a cleric/assassin?
ADA: Cleric/assassins may also use edged weapons. Note that weapon proficiencies for multi-classed characters are cumulative.

DAWN PATROL™
Aerial Combat Game

DPQ: If you have to draw a card for collision due to close range head-on attack, can you choose an UP maneuver even if you have been shot down?
DPA: Yes. The plane at least begins to move in the specified direction, regardless of what happens to the plane or pilot as a result of a head-on attack. For example, it is possible to collide with an enemy aircraft by climbing even if your pilot has been killed or the plane has suffered a complete loss of power.
DPQ: How are pilot hit chances figured out for German anti-aircraft "onions"?
DPA: Roll once for every 2 hit factors of onion damage. A pilot hit counts as a double wound.
DPQ: If a pilot reverses an opponent by means of the loop card, does he have to decide how big the loop will be before the reversed player moves?
DPA: No, the player may see what the opponent does before deciding how big to make the loop.

DPQ: If an aircraft armed only with a wing-mounted gun takes a forward fusilage critical hit which knocks out a deck gun, is the result a "no effect," or must another critical hit result be rolled for?
DPA: The result is "no effect," and no additional roll is needed.

GAMMA WORLD®
Science Fantasy Game

GWQ: There are lots of differences in the revised version of the GAMMA WORLD® game rules. Is it necessary to use the second version or can the game master mix and match?
GWA: The rules should serve as guidelines and that is all. For instance, I like the old method for figuring out Ancient items, so that is what I use. I suggest that you pick up whatever pleases you the most.
GWQ: Several of the players in my game constantly role up characters and throw them away after getting a defect on the chart. I want them to at least try and play the characters. Can you tell me exactly what constitutes a hopeless character?
GWA: The problem of hopeless characters is common. Never force your players to role play a character that they do not like, but there are alternatives. Let them discard the characters they dislike — use them as NPCs yourself. When one or two of these NPCs do well it will encourage the regular players to give them a try before throwing them away. Also offer the chance to let players take two characters out on an adventure. One of these characters could be that supposedly hopeless character. Try to talk your players into trying them at least once. They might find they like the challenge of working around the defect.
GWQ: Concerning the mutation *Shorter*, how tall is the mutant to start?
GWA: When using any normal animal stock, take the average height of the beast to begin the process. With humanoids, begin at one meter and work down.
GWQ: My players want to constantly invent new weapons and have their characters take them into battle. Is there some sort of game balancing method that I can use to curtail the creation of hundreds of different weapons in my campaign?
GWA: Begin by determining if the characters are spending a great deal of time researching and experimenting with weapons or if they are adventuring. If they are adventuring then their chance of developing a new weapon is slim to none. Then determine how difficult it would be to make the weapons they want using their technological level. It could be possible to develop throwing stars that are just like little daggers if swords and armor are common in the area. It would not be possible in that same area to boost the power of a laser rifle. Developing a crossbow in a land that has never seen arrows is out of the question unless some old book from the Ancients is found or a crossbow is brought into the game environment. Unusual weapons can be fun in the game but they should be countered by unusual obstacles.

Gangbusters™
1920s Adventure Game

GBQ: Is there any way to adjust a character's hit point score after the character is rolled up?
GBA; No, hit point scores are always determined with the following formula: (Mu•AG)/10•5 (round all fractions up). Mu = Muscle score and Ag = Agility score. Of course, you must recalculate the hit point score each time the character's Muscle or Agility score changes (i.e. when those scores are improved by spending experience points.)
GBQ: What is Robert Jackson's legal skill score in module GB4?
GBA: Robert Jackson is the lawyer for the bad guys. His legal skill score is 85, so use that as his percentage chance of getting his client acquitted.

STAR FRONTIERS™
Science-Fiction Game

SFQ: Can robots have skills?
SFA: Robots have programs — characters have skills. But there is no reason that a technician with the proper skills could not develop a program to duplicate the effects of a character skill if desired. Program level, price, and time required for development are subject to referee's discretion since they depend on the skill to be duplicated and the facilities available.
SFQ: Can a character be trained in skills by another person without using experience points?
SFA: No. Experience points are used up in training regardless of its source. Terms and cash price are sometimes negotiable since the referee may allow characters to barter goods or services for the training instead of cash, but the spending of experience points is not.
SFQ: On page 41, there is a program called Security Lock on the Robotic Design Cost Table. There is no such program described on page 47. Please explain.
SFA: The program wasn't defined in the text. For all practical purposes it functions precisely as the Computer Security program on page 46, except that it is specifically for robots. The intention is to prevent unauthorized persons from tampering with the robot's programming or circuitry, so a technician must defeat the Security lock program before a robot's mission or function can be altered.
SFQ: Can a damaged robot be repaired to bring its STA back to maximum? If so, how?
SFA: Yes. A successful repair job brings a robot back to normal functioning capacity in all respects, including full STA. Robots do not have to "heal" like characters do — they either work or they don't. A robot which has taken damage equal to or greater than its STA rating simply stops functioning until repaired, at which point it functions normally in all respects unless of course the referee rules otherwise for a specific case.

Now if a robot is repaired under less than perfect circumstances (such as "in the field" instead of a regular repair shop), there is a chance it will break down again of its own accord with further use regardless of whether it takes any more damage. There is a 10% chance of breakdown per 20 hour period (cumulative) for field repairs made with a personal tool kit. A major, minor, or total repair (GM's option) may be required. Times required for repairs are listed on page 11 of the Expanded Rules.
SFQ: Can a parabattery or power generator recharge a power pack?
SFA: No. Powerpacks must be recharged at a weapons shop, hardware store, or fuel station — not in the field.
SFQ: Can infrared goggles see infrared beams or heat-sensitive security devices?
SFA: Infrared goggles are keyed for the infrared portion of the electromagnetic spectrum, so they can detect infrared beams. But heat-sensitive devices are made to detect heat, not radiate it — so infrared goggles will not pick those up.
SFQ: Can level 1 maintenance robots carry backpacks and equipment overland? If so, about how many kg?
SFA: A level 1 maintenance robot salvaged from a ship or installation could probably follow a group or individual carrying some equipment, but it would have to be reprogrammed for those by a technician with the proper skills first. A standard body robot can carry 150 kg at normal movement rate, or double that at half normal movement.
SFQ: If a level 1 maintenance robot is attacked and doesn't have restrain, self-defense, or attack/defense programs, can it still use a melee weapon to defend itself?
SFA: No. Without those programs, the robot is incapable of defending itself at all. It would be like taking a hammer to your toaster — the machine would allow you to destroy it without making any effort to fight back.
SFQ: How far can the maintenance robot travel on 10 SEUs on rocky or average ground?
SFA: It could cover approximately 10 km.
SFQ: Do VitaSalt pills work exactly the same as salt pills?
SFA: No. Salt pills contain only salt for maintaining a character's electrolyte balance, thus reducing the need for water. VitaSalt pills contain necessary vitamins and minerals in addition to salt, so they help supplement nutrition.
SFQ: Is there any limit to the number of new languages a polyvox can learn?
SFA: There is no limit, but a new tape must be used for every language to learn.

TOP SECRET®
Espionage Game

TSQ: Can characters "hot wire" cars, planes, helicopters, submarines, and other vehicles? What is the chance of success?
TSA: Characters with an AOK score of 75 or more in either electrical engineering or the appropriate engineering specialty (i.e. aeronautical engineering for planes and helicopter or transportation engineering for ground or water vehicles) may attempt to start a vehicle by "hot wiring." The chance of success is equal to the character's AOK score in the appropriate engineering field. Only one attempt may be made per minute.
TSQ: What is the minimum AOK needed to operate a vehicle?
TSA: Common vehicles such as cars, bicycles, etc., may be operated normally by a character. (Note that pivots, skids, high-speed driving and special maneuvers are not considered normal operation. See upcoming publications for more details.) For operating more unusual or complex vehicles such as planes, submarines, helicopters, snowmobilies, etc., use the character's AOK in the appropriate engineering field (as above) as the chance of success. The Admin may apply bonuses or penalties if desired. Failure means that the vehicle will crash.
TSQ: What is the chance that an agent could catch an object thrown at him by an opponent (such as a hunting knife)?
TSA: If the agent knows the object is coming, roll against coordination to catch it. No attempt may be made if the agent is unaware of the opportunity. Note that a character trying to catch a thrown weapon may not use the "running and dodging" bonus.